

PRIMA'S OFFICIAL STRATEGY GUIDE



LORDS

of EVERQUEST™



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LORDS of EVERQUEST™

PRIMA'S OFFICIAL STRATEGY GUIDE

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CHAPTER 1

THE BASICS OF LORDS OF EVERQUEST

The *EverQuest* phenomenon has truly grown to epic proportions. The most popular and successful online role-playing game ever created has spawned a world so rich in fantasy that it has become a full-fledged franchise branching out into new game genres. The story of Norrath and its warring races can no longer be confined to one game alone. The next chapter is written in the tense, tactical battlefields of a real-time strategy game: *Lords of EverQuest*.

In *Lords of EverQuest*, you assume control of Norrath's armies and do battle in this incredible world like you never could before in the RPG. Become a warlord and lead armies of Troll shadowknights, Erudite magicians, and Elven rangers against each other. The world of *EverQuest* will never be the same again.

WHAT'S UNIQUE

Playing *Lords of EverQuest* is very similar to playing many other real-time strategy games. Yet, this game also has several unique aspects that make it very different from what you might be used to.



ADVENTURE IN THE WORLD OF EVERQUEST

The setting familiar to many *EverQuest* fans is now ravaged by war. The tenuous peace between the many races of Norrath has degraded to open conflict. Now, battle lines have been drawn along race and alignment. Three super-factions have arisen: the Dawn Brotherhood, consisting of humans, Barbarians, Erudites, Kerrans, and Dwarves; the Elddar Alliance, home to the High and Wood Elves, Half-Elves, Halflings, and Frogloks; and the Shadowrealm, where dwell the Dark Elves and Iksar, and their Ogre, Troll, and Gnome thralls. As you play the campaigns, you experience this great war through each faction's eyes.

LORDS

You don't just control units in *Lords of EverQuest*. You also control lords, which are super-units with many special abilities. They gain experience, become stronger with added levels, and make your regular units stronger by their very presence. No successful commander in *Lords of EverQuest* can win without making smart and constant use of lords. Lords are equally vital to single-player and multiplayer games.



PERSISTENT CAMPAIGN

The campaign is also more persistent than other RTS campaigns because of *Lords of EverQuest's* role-playing heritage. You can carry units and lords between missions, so you don't have to keep building up the same units over and over again. But aside from this one aspect of persistence, the campaign of *Lords of EverQuest* plays much like the campaigns of other RTS games.

EXPERIENCE

Lords and units both gain experience in battle. And as they gain experience, they gain new levels. With each new level comes new power, in the form of increased health or damage, and sometimes special abilities. Experience is like a second resource in *Lords of EverQuest*. You want to keep advanced-level units alive, because if they die, then you've wasted the experience they earned.

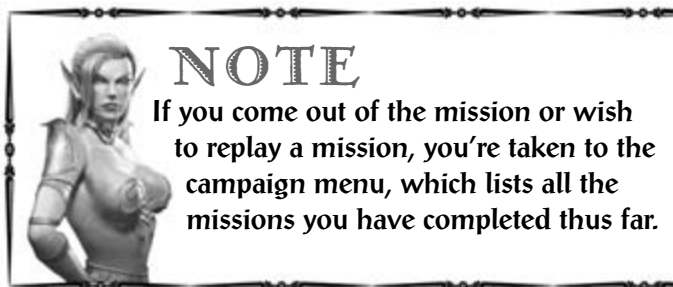


CHAPTER 1: THE BASICS OF LORDS OF EVERQUEST

High-level units are always stronger than their lower-level counterparts, and a battle between otherwise equal units always results in victory for the higher-level force.

CAMPAIGNS

The three campaigns—one for each faction—follow the same rules. When you start a campaign, you are taken to a mission briefing screen. Then, you watch the in-game cinematic and jump into the actual mission.



MISSIONS

Before each mission, you visit a screen where you see your lord, the mission background information, your primary objective, and a map of the region. When the mission begins, you first see a brief in-game cinematic that sets up the ensuing action. Then, it's time to play.

TRANSFERRING UNITS


One feature that is unique to *Lords of EverQuest* is the ability to transfer units between campaign missions. During missions, units and lords gain experience and advance in level. Rather than let those advanced units go to waste, you can transfer them to the next scenario so that you start out with some already-strong units for the mission ahead.

Each unit has a set transfer cost depending on its level. A Level 2 Highland Axeman, for example, costs eight points, while a Level 5 Axeman costs 11 points. Keep in mind also that different types of units have different costs, even if they are of the same level.



For instance, a Level 3 Templar costs 14 transfer points, while a Level 3 Glamour Caster costs 12. Every unit type has a different range of transfer point costs, but all units cost more as their levels go higher.

Before each scenario, you are given an allotment of transfer points to spend. As you would expect, the earlier missions do not give you many transfer points, so usually you can take only one lord and one unit with you. But in later levels, you get more transfer points, so you can carry over a lord, two knights, and even a few more units.



NOTE
Any lords and knights you have are carried over automatically from mission to mission; thus, you can spend your transfer points exclusively on regular units.

Use your transfer points and bring over as many of your high-level units as you can. Higher-level units and lords have many more hit points and better attacks. In many cases, one high-level unit is worth two, three, or even four lower-level units.

Each mission varies in the amount of transfer points it allocates to you. The only general rules are: 1) the later the mission, the more transfer points you get; and 2) the higher the unit level, the more transfer points it costs.

OBJECTIVES

Once you jump into the mission, it's time to go about achieving your mission goals. Your primary objective is shown to you before your mission begins. But during the mission, you might also receive new objectives. All of these objectives must be completed in order for you to beat the mission and move on to the next one.

Some missions also have hidden, or secret, objectives. They aren't common, but you see them, if any, in each mission's individual write-up. You won't receive these objectives in the same way that you get your normal objectives. They only appear if you trigger the right event. And you do not need to complete these hidden objectives to continue to the next mission.



BATTLE SYSTEMS

As in any real-time strategy game, *Lords of EverQuest* has a complex battle system. Not only is victory between warring units influenced by a number of unit-specific factors (such as health, damage, level, magic resistances, and so forth), but non-unit factors also influence the outcome of conflict. It's not enough to know that your unit has 10,000 health and does 1,000 damage. You also have to understand what armor resistances the opponent has, what terrain you are fighting in, and any other environmental effects that might be prevalent during the battle.

DAMAGE TYPE

Six different types of damage exist in *Lords of EverQuest*, and they are broken into two categories: physical and arcane.

PHYSICAL DAMAGE

The three types of physical damage are crushing, piercing, and slashing. Typically, these types of damage are dealt by main units like melee and ranged units. These include such mainstays as Hammerskull Grunts, Templars, Deadshot Archers, and other units that you usually build in bulk. You can refer to the "Units" chapter for exact details on the type and amount of damage that each unit deals.

ARCANE DAMAGE

Three types of damage fall into this category: elemental, magical, and poison. These types of damage are different in that they are affected by arcane resistances, rather than armor. Most siege units and spellcasters deal arcane damage and are thus more effective against melee units, which often have high armor and low resistances.

ARMOR

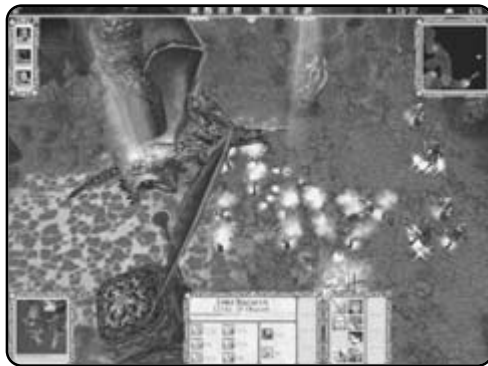
Armor and arcane resistances work on a percentage subtraction system. Every unit has a percentage of armor or arcane resistance. This percentage is subtracted from the total damage. For example, if a unit does 100 slashing damage against an enemy unit, then the target suffers that damage, less the percentage of its slashing armor. If a unit has 40 percent slashing armor, then it suffers 40 percent less of that 100 damage, for 60 damage total. The same holds true for arcane resistances.



EXPERIENCE AND LEVELS


Lords of EverQuest owes a lot to the original *EverQuest* role-playing game. Not only does the game world come from the MMORPG (massive multiplayer online role-playing game), but so does the concept of experience and leveling.

Every regular unit and every lord can gain experience. After accumulating enough experience points, the unit or lord advances a level. Gaining a new level carries with it commensurate gifts. A unit that levels up gains extra health and does more damage. Every time a unit levels up, the experience required to gain the next level doubles, so it gets progressively harder to advance your units. However, the benefits are well worth it.



A single high-level unit is more than a match for multiple low-level counterparts.

For lords, experience and level are even more important. Not only do lords gain the requisite health and damage increases, but their new levels also directly influence the level of all new units you create. Any new unit created from any of your buildings comes out at a level equal to half of your lord's level, rounded up. So, if you have a Level 7 lord, all your new units start out at Level 4, with all the bonuses that entails. Therefore, it is imperative that you advance your lord's level, because doing so makes your regular units that much stronger.



TIP

High-level units are vastly superior to low-level ones. To make sure your units come out of the gate at the highest level possible, level up your lord quickly. All new units start at half of your lord's level, rounded up.

Level importance cannot be stressed enough. A Level 8 Highland Axeman can take on three Level 1 Hammerskull Grunts alone and kill them all. So, pumping out units at an already high experience level means you're guaranteed a huge advantage over your opponent. The second part of that equation, though, is keeping your lord alive so he can earn that experience and level advancement. If your lord keeps dying in action, he'll never level up. So have your lord engage in lots of battle for experience, but don't be reckless with him. Your lord must survive for you to benefit from his increased level.

NOTE



Interestingly, you earn much more experience for destroying buildings than you do for killing units. Your units gain the most levels by razing enemy towns. Among units, destroying lords gives more experience than normal units, and eliminating faction units gives more experience than killing wandering monsters.



Buildings give more experience than units.

KNIGHTS

After a unit advances to Level 6, it is eligible for knighthood. Knights are like mini-lords. They are regular units who gain a special ability and an aura once knighted. They can also be resurrected by recruiters so that your time and effort spent in leveling them up does not go to waste. Knights are already stronger than normal units because of their Level 6 status. That is, they have improved health and damage. But as soon as you knight them, they also gain a +50 percent boost in health and damage. That makes them



super units that really do become like miniature lords. As if that weren't enough, they also gain one aura and one special ability or spell. The auras are the same ones available to lords, although they often have different names. A Blackblade knight, for instance, gains the Twilight Strike aura, which increases the health regeneration rate and damage of nearby friendly units. The lord, Lord Huigar, has the exact same aura, but it is called Holy Justice.

You can refer to the specific unit in the "Units" chapter to see what aura and special ability a knighted version of each unit gains.

You can have a maximum of two knights at a time. If you later advance another unit to Level 6 or beyond and want to knight it, you must have one of your existing knights die and then promote a different unit to take its place.

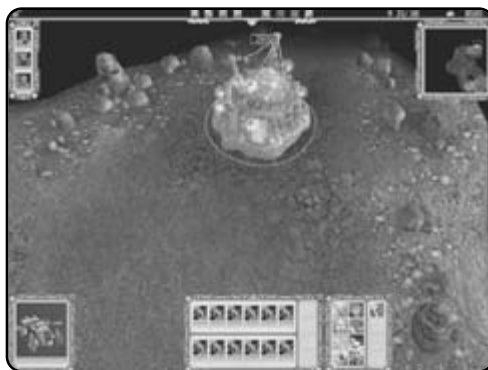
SAVING AND TRANSFERRING LORDS AND KNIGHTS

Because Lords and Knights are so powerful, do all you can to keep them alive for successive missions. Experience is a resource as valuable as platinum; perhaps even more so. Keep these units alive with good unit management. Healers are a must.

Remember that you can also resurrect knights, not just lords. Each faction has a recruiter, trained at each faction's Rallyhouse equivalent, that can raise a fallen lord or knight. When you transfer units from mission to mission, you automatically carry over your lord and any knights you have.

EARNING RESOURCES

Lords of EverQuest has a very simple resource model. Aside from experience, there is really only one resource: platinum. All buildings, upgrades, and units cost platinum. To get platinum, you send your workers to platinum mines and strip them clean.



NOTE Platinum can only be dropped off at two buildings. The first is the faction's Stronghold equivalent—Stronghold, Rallyhouse, or Alliance Outpost. The second is the Silo, which is available to each faction and is a cheaper building that doesn't produce units and serves as a drop-off point.



Platinum mines are nonrenewable and don't actually hold a lot of wealth. Typical mines have anywhere from 1,000 to 3,000 platinum, which is about enough to buy a few buildings and one- to two-dozen units, at the most. So start exploring for extra platinum mines as soon as possible.


TIP



Don't wait till your first mine runs dry to look for a second one. If you do, then you're out of money for quite a while as you search for new mine and build up a new mining operation. Seek another mine out immediately after you get the first mine going so you avoid a lull in harvesting when your first mine goes down.

CHAPTER 1: THE BASICS OF LORDS OF EVERQUEST

Generally, you want to be gathering from two mines at a time anyway, so that you have lots of platinum flowing into your coffers. This way, you won't be starving for cash when you need it most.



NOTE

Each faction's harvester unit gathers platinum at a different rate. Strip Miners gather 35 platinum per trip, Clockwork Spiders gather 40, and Bixie Harvesters get 30.

Only up to four workers can mine at a time because they also need to walk back to your base and drop off their cash. However, there is room to build more miners. If you do, you have no lull in mining when a worker is walking back and forth. Having more than four workers means that as soon as one leaves the mine, another is ready to swoop in and take his place.


Aim to have about six to eight miners, depending on the distance between your platinum mine and drop-off site. With that many workers, you get a nice flow going, with four workers on a mine at time, and the others walking back and forth or dropping off platinum. This way, you are gathering money a lot faster than the player who only has four miners.

On the other hand, don't go overboard with the workers. At some point, you pass the point of diminishing returns, and start losing time and money because your extra workers create a logjam at the mine. In those inefficient cases, you have multiple workers stacked up waiting at the mine to harvest and waiting at the drop-off site to unload their platinum.

If you create eight workers and still aren't getting enough platinum for your satisfaction, it is time to get a new mine.



With seven miners, this mining operation is running at maximum efficiency.



NOTE

Each mine can accommodate only four workers at a time. So if you want more platinum, get a second mine rather than build an army of workers to speed up mining.

CHAPTER 2

STRATEGIES

Like most real-time strategy games, *Lords of EverQuest* is deep and complex. To win, you must learn a lot and master many systems. You must know the units, and you must understand the experience and level systems, the lords, damage versus resistance types, unit and group controls, and many other aspects of the game. This chapter explains these systems and tells you how to exploit them. These strategies cover both single and multiplayer campaigns.

MANAGING YOUR BASE

Lords of EverQuest is all about demolishing your opponent's base and killing his or her army. But first, you need to build your own base, where you crank out units and research upgrades. Each faction has 12 or so buildings. Some, like the Rallyhouse and Guildhall for the Dawn Brotherhood, are essential, while others, such as the Dawn Spire and Keep of Eyes, are for more specific purposes and are not needed in every game.

WHERE TO BUILD

When it is time to build structures and create your base, you cannot build just anywhere. Only each faction's Rallyhouse and Silo structures can be built anywhere on the map. The one caveat for both is that they cannot be placed too close to a platinum mine. Otherwise, you can build them anywhere. You must build the other buildings within a short distance of your Rallyhouse, though you can also build towers within a long distance of a Silo.



NOTE



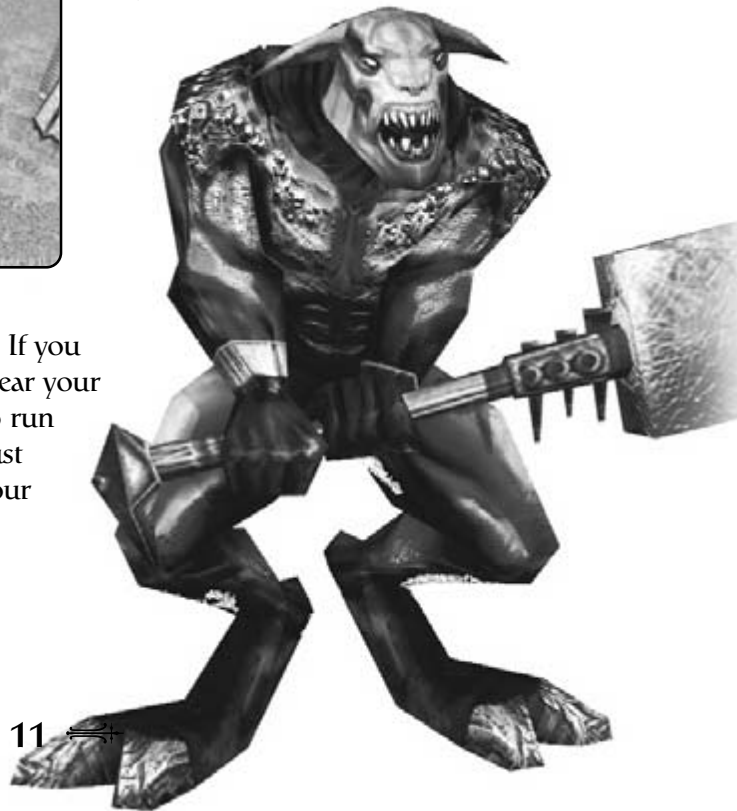
Each faction has a core building where its harvesters and recruiters are built. Each has a different name for this building, but the buildings do the same thing. For simplicity's sake, in this chapter we use the name of the Dawn Brotherhood's Rallyhouse to refer to all three factions' main building (unless otherwise noted). The same goes for the Dawn Brotherhood's Silo and its counterparts in all factions.

To expand, you need to construct a Rallyhouse. Then you can place the rest of your buildings. All buildings must be within a set radius of the Rallyhouse. The radius is large, though, and extends beyond the line of sight revealed by a Rallyhouse.



You can tell by the building's silhouette whether the place you want to build permits the building. If the silhouette is red, you cannot build it there. If it is green, you can.

Keep these facts in mind when expanding. If you want to build a unit-producing building near your enemy's base so your units do not have to run all the way from your home base, you must build the Rallyhouse before you can lay your military structures.



BASE ARRANGEMENT

When placing your buildings, keep in mind how you will defend your base. Do not spread buildings too far apart. Keep them close enough together so the same spread of towers can cover them. If you build too far apart, you risk having some buildings too far away from most of your defensive structures, or having to divide your forces between the buildings, thus weakening the overall strength of your defending army. So, make sure you organize your buildings close together.

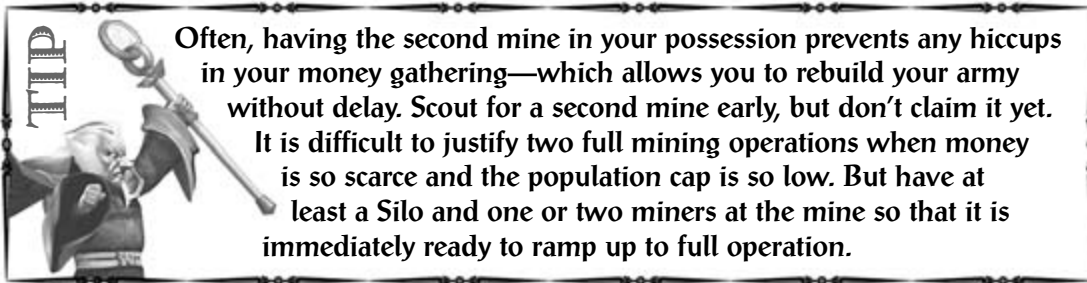
MINING FOR PLATINUM

There is only one resource: platinum. As explained in Chapter One: The Basics of *Lords of EverQuest*, you can harvest platinum from mines with your mining unit, which you build at the Rallyhouse or equivalent. You can only have four miners on a mine at a time.

In the campaign, mines do not have much platinum in them. You are lucky to find a mine with more than 2,000 platinum. But in multiplayer games, the mines provide a more generous amount of platinum. Still, most platinum mines won't support repeated unit build ups. After building your unit-producing structures and an army of 20 to 30 units, you may not have much platinum left. And if you do, the mine probably does not have enough money left over to buy you another army of that size. So after your first major assault or battle, unless you are victorious, you need to find another mine.



Look for mines early with scouting units. You don't need to claim the mines right away, but you should know where they are so you don't waste time looking for or securing a mine before you build a mining operation there.



When constructing Rallyhouses or Silos near a platinum mine, place them as close as possible to cut down on the time the miners spend walking back and forth from the mine. This helps you gather money faster.

Because of the time needed to walk to your drop-off site, you can mine platinum faster if you have more than four miners. With six or seven miners, a harvester is always ready to hop on a mine when another harvester is dropping off money at your Rallyhouse or Silo or returning to your mine.



However, never go overboard when building miners. Keep the number low, not only because there is not much platinum to mine but also because the miners take up valuable population space.

MODERATION WITH MINERS

Keep in mind, when creating a mining operation, that miners count toward your population limit. Moreover, they cost as much as the largest unit. Whether you train a huge Mahout or a Dwarven Strip Miner, they both cost one population.

With that in mind, do not build any more harvester units than you need. Think hard about whether you can support the extra miners. The total population limit is 50. So if you build 8 miners all together, 15 percent of your population is devoted to non-combat units that cannot help in battle. If you have two mining operations going, and both mines have six workers on them, 12 out of 50 units are useless in combat. That is 25 percent of your army.

Judge when it is appropriate to start searching for a second mine and whether you can afford to have two mining operations up at once.

If you do have two mines running at once, one should be your major mine with four miners, and the second can probably work with two miners. That way, you still mine platinum faster than normal, but not at the expense of your army combatant numbers.

SELLING BUILDINGS

If you need platinum, perhaps because you cannot get a second mine and no longer have income, employ this last resort: Sell your buildings. You can sell any building you built. However, you get only a fraction of the purchase price back. The building is instantly destroyed, but you get back a percentage of the original cost depending on the building's state. If the building is at 100 percent health, you recoup approximately 40 percent of the purchase price. But if the building is damaged, you get less than that amount back. A structure so decrepit that it only has five percent health remaining only gets you a few platinum. Only employ this tactic if you are desperate. Sometimes, you have to do it to get the 60 platinum you need to buy a single miner to restart your platinum mining, or the 100 platinum for a recruiter to raise your dead lord.

NOTE



Your population cap is dictated by your total number of buildings, not counting defensive structures and Silos. A Rallyhouse gives you 10 population and the other buildings give you 5–11, depending on the structure. Do not sell a building if you are already at your limit of units. You'll get money back, but you'll then have no room to support more units.



DAWN BROTHERHOOD AURAS

The Dawn Brotherhood is unique because its buildings project auras that benefit their units. Any Dawn Brotherhood unit near a Dawn Brotherhood building gains a bonus to its stats. Each building projects one aura, which improves one aspect of a unit's abilities: health, mana regeneration, resistances, etc. To find out the auras of each building and what they do, refer to the Dawn Brotherhood section of Chapter Three. You want to have many auras overlapping so that any units fighting in your base are pumped up. When playing the Dawn Brotherhood, build your structures close together in a cluster so that their auras overlap. There is no benefit for the other factions to have their buildings abutting each other, but for the Dawn Brotherhood, this makes your base defenders stronger.



PROTECTING YOUR BASE

The best way to defend your base is by going on the offensive and making sure the enemy never gets to your camp. Failing that, there are some safeguards you should employ if the need to defend your home from invasion arises.

SETTING UP TOWERS

Defensive structures are key to protecting your base. When setting up towers, place them at key areas where you expect attacks. Place them near your mining operation, because miners are a key weakness in anyone's resource-gathering machine. Also identify key base areas and place towers such that their firing ranges overlap. This way you can simultaneously train multiple towers on one target. Build towers close enough together to help each other defend, but spread them enough that they cover your critical areas.



Moreover, identify bottlenecks into your base and place towers at these choke-points. Because these areas are easier for units to defend, they are where you want your battles to occur, so having some towers there is ideal.



Chokepoints limit your opponent's ability to deploy all of his units at once. But if you build towers here, a smart enemy can rush past the towers. While units left to their own devices will stop and engage the towers, a good player will force their units past and into your defenseless base, where you don't have towers to lend support.

Alternatively, you could build towers in your base and in a cluster by your mining operation. The problem with this is that because the area of your base is much larger than the area at chokepoints, your forces are spread out more easily, and the enemies have space to use the full potential of their armies. Every one of your enemy's units can attack, he or she has full maneuverability, and usually he or she can hit one or two buildings that may be just outside your tower's range. Consider the benefits and drawbacks of both placements when building towers.



Consider one more thing about tower placement, aside from overlapping fire, having good base coverage, and building in chokepoints. Towers are not cheap, so don't build too many. Although they are a key component, towers are not the backbone of your defense; your units are.



FACTION-SPECIFIC TOWERS

The Shadowrealm has great defensive structures in the Bone Piles. These towers send bony claws to reach up through the ground and attack your units. They cannot attack air units but are formidable against ground troops. You can upgrade Bone Piles to project a defensive aura that reduces the armor resistances of nearby enemy units.



The Dawn Brotherhood has Spell Towers, which are structures that fire a magical bolt at a ground or air unit. You can upgrade them so they fire three bolts at a time.



The Elddar Alliance also has a defensive structure, the Heelstone, but it has no attack. Instead, it lowers the resistances of all nearby enemy units. This means you must have units standing by to take advantage of the armor penalties. That brings us to our next point.



UNITS FOR DEFENSE

Towers alone will never defend your base. For one, if you are fighting the Dawn Brotherhood, its siege units can demolish your towers from afar. But it's just a matter of time before enemy units beat down your defenses if you don't also have units of your own to fight back.

With the population cap so small, it makes no sense to keep a large defensive force at your base at all times. The towers are there to buy you time, so you can bring your army to your base to defend it when the need arises. The best defenders are those units that are quick and have lots of hit points, such as T'Xol Mogri or Temple Knights. Temple Knights can rush to base, then absorb damage while other units trickle in to help defend. Other units, like Lady Kreyia of the Shadowrealm, Element Master knights, and T'Xol Mogri, have teleportation spells that return them and some allied units to base. These are the ideal units to have in your army if you are concerned with base defense. They can instantly transport your troops back to base to defend it when it is attacked.



Never assume that you can just let your towers handle an enemy attack. Do not ignore enemy invasions. If your towers can handle them alone, that's great. But monitor these attacks, because you may need to back up your defenses with units.

Units with high health are also good for defense, as long as they are at your base to defend it. These include Venom Spitters for the Shadowrealm, Mahouts for the Dawn Brotherhood, and the Treant for the Elddar Alliance. These units are slower than average,

so keeping two or three in your base is better than having them lumber back to protect it. Don't build too many and leave them in your base, otherwise, the population cap hinders your ability to mount an effective offensive.

Above all else, look at the composition of your enemy's army and build units with armor resistances to its primary attacks. This requires knowledge of the units and good reconnaissance but can make your units effective at beating off rushes and enemy units seeking to storm your base.

MOVING AND EXPLORING

Knowing what units to build to counter the enemies' requires excellent intelligence about their activities. Scout early, explore the map, and engage in constant reconnaissance.

In the early game, get a head start on your opponent by exploring early. Take your lord and walk around. This early in the game you want to do four things:

- 1) identify monsters;
- 2) find treasure chests;
- 3) find platinum mines;
- and 4) locate your opponents.



Finding monsters is important because you want to know where to go to find experience points. Locate the monsters close to you, then return after you build up a few units to kill the monsters for the experience they give you. Experience is a valuable and invisible resource. It is hard to find, but you need it to make your units and lords stronger.



Often, the monsters guard treasure chests. Locate these chests on the map, whether they are guarded or not. Magic items are huge factors in the game. A battle between equal units almost always swings in the favor of the side with the better magic items. Items can improve your armor resistances, damage, and speed; summon extra units to your side; inflict direct damage to enemies, etc. Your opponent will pick up any items he finds, so it is to your advantage to claim them first. Thus you get to use them, rather than be abused by them.

NOTE One excellent lord for scouting is Lord Kadian, an Elddar Alliance ranger. His Track ability lets you temporarily double his visual range, revealing a huge portion of the surrounding area without getting too close to enemy bases or monsters. Knighted Deadshot Archers receive a similar ability.



Locating platinum mines is critical to your long-range goals in a mission or multiplayer map. Anticipating when you will need more platinum, and finding the mines earlier rather than later ensures that your transition to a new mine is seamless. Know where the closest mines are, but more importantly, know where the best mines are. Be the player who searches and finds a few mines rather than the player who is forced to settle for the first mine he sees. You have more choices when you decide to set up a new mining operation because you already know where and how big the mines are. You can immediately go to the mine with the most platinum. But the players who do not scout the map are forced to take the mine closest to them, which isn't always the best one.



Another reason to pinpoint the mines is so you can take away potential profits from your opponent. Look for the mines closest to them, then set up towers there. Or build your second base there. Let your opponents milk their first mine dry and then, when they come looking for more platinum, they'll find you sitting on top of the mine they expected to use. Deprive your opponent of their money. If you claim the mine nearest you, you are letting your opponents claim the one nearest them. You are still on a fair playing field,

but if you snatch up your opponent's mine first, you deny them the future platinum and manipulate the game to your advantage. But you cannot do this without scouting early and finding those mines.

Ultimately, one other critical goal in scouting early is to find the enemy players. You want to know where they are so that after your army is built, you do not waste precious time running around the map looking for them. Your goal is to know the location of the enemy's camp so that when your army is fully formed, it is already there tearing up the camp. You cannot do that if you have not already scouted them out.

Scouting the enemies early also means you know what faction they are (in case you forgot to look at the ready screen) and what they are building. If you are the Shadowrealm and you see your opponent is Dawn Brotherhood and building only Highland Axemen, you know you can build Goblin Blitzers and destroy them. Conversely, if you see your opponents building a Battleworks, you know that they are close to being able to besiege your town, so you must move fast before they get an army of Ballistae. It is important to see what your enemy is doing, because you do not want to be the Dawn Brotherhood player attacked by the Shadowrealm's air units and not have any ranged units with which to fight. Exploring the map, finding the other player, and gathering intelligence on them means you can prepare for the battle—when their T'Xol Mogri come, you'll have 12 Mahouts ready for them.




Scout the enemies' bases for areas of weakness. By exploring near their bases, you can see how many entrances into the bases there are. If you can get in undetected, you can find the tower and building locations. If you see your enemy has stacked up his or her towers in one area, you can avoid it.

Having superior intelligence is critical to executing a good game plan for securing the map and successfully attacking an enemy's base.

WAYPOINTS

Do not focus your attention on the scout to the detriment of your base. Send the scout away and return to army and base building. Give your scout a path to follow by holding down **[Shift]** and right-clicking on the waypoints in the path you want your units to follow. Then the unit moves along that route.

Also, use waypoints to designate which targets to destroy when attacking a town. For example, if you deem that the two Bone Piles must be removed first, followed by the Ogre Barracks and then the Sacrificial Altar, you can use **[Shift]** and right-click to have your units attack in that order. This frees you to do other things.



NOTE

Just because you set waypoints doesn't mean you shouldn't check on your moving units. When you hear the chime and see the flash on the minimap that tells you your units are under attack, turn your attention there and retarget your units so they do not foolishly follow their waypoints while being beaten from behind.

STEALTH

Scouting is important to your success in the game, but you can become better at it by employing the units ideal for reconnaissance: stealth units. Using stealth is better because now you can scout without being detected by your opponents. Because they don't know you are keeping tabs on them, they can't counter your intelligence.

Each faction has a stealth unit. These units are high-damage, low-health units. They are quick and deadly, but also unable to stand toe-to-toe in a slugfest with melee units like Hammerskull Grunts and Gaz Warriors.

Stealth units are those that can use the Sneak ability, which makes them invisible to most units. While in Sneak mode, these units can move about undetected. Other players cannot see them, and they appear transparent to you.



Stealth units can attack other units, but become visible before striking. Still, with their excellent attack, stealth units are ideal for hit and run, dealing lots of damage, then running away unseen.

The three stealth units are the Dawn Brotherhood's Infiltrator, the Shadow-realm's Trickster, and the Elddar Alliance's Burglar of Tohl. These stealth units also have an extra ability that is best used in Sneak mode: They can lay traps. These traps are invisible to other players, so they provide a great way to ambush and impair unsuspecting enemy units. Traps can be used to booby-trap the exits and entrances of enemy bases, the travel route of platinum miners, and major trails. To be most effective though, lay down the traps in Sneak mode.

Be aware of whether you can be seen or not, and maneuver your stealth unit away from detectors so it can strike swiftly from hiding. Other stealth units can identify and destroy traps.

DETECTING STEALTH UNITS

To minimize your vulnerability to stealth units, build defensive structures. Each faction's tower building—Bone Pile, Spell Tower, or Heelstone—can reveal Sneaking units. Build them at entrances to your base so you can see when a stealth unit comes by to scout, and place them in areas of your base that would be reasonable targets for the enemy, so you can see when some stealth units might come to plant mines or backstab units at your base.



The final way of detecting stealth units is with the Track ability, which some Elddar Alliance lords and units possess.



COMBAT TACTICS

Now we get into the gritty visceral aspect of the game: battle. The game is in its purest and most fun form when you are combating the opponent's army. You have built your base, scouted the map, and trained your army for this purpose: to grind your enemy into the ground.

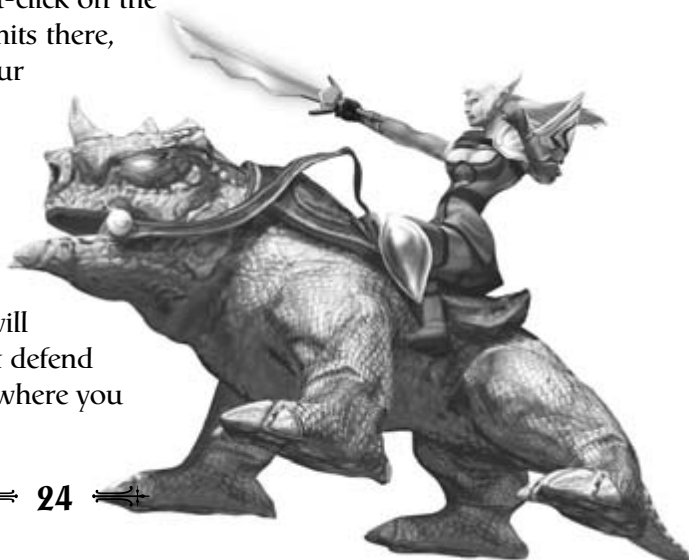
CONTROLLING UNITS

One of the first things you should master when embarking on a campaign of bloodshed and warfare is unit controls. Learn the hotkeys. You waste time when you have to move your mouse all around the screen clicking on icons and units. Instead of left-clicking on "Attack," then left-clicking on an area to induce an attack-move order, press [A] while left-clicking on your destination. That is easier and quicker. Refer to the manual for the hotkeys; but memorize and use them.



ATTACK-MOVE VS MOVE

Use the "attack-move" command instead of the "move" command when telling your units to go to their destinations; it is important. Suppose your units are across the screen from an enemy army. If you right-click on the location of the enemies to move your units there, the enemy units will move to engage your troops, and the two armies will meet halfway on the screen. But because you used the move command (which the right-click defaults to), your units will continue moving to the enemy's original location, even though the enemy is no longer there. The opponent's units will beat on your units and your units won't defend themselves; they'll just keep walking to where you told them to move.



On the other hand, if you issue the attack-move order (pressing **A** and left-clicking at the same spot), when your units see the enemy units, they will automatically engage them in battle. In the former example, your units would be killed or wounded while you scrambled to cancel the move order and click on an enemy unit to begin the attack.

You also want to use attack-move to order units in battle when enemy troops unexpectedly appear. Let's say you right-click to send a small force exploring, and along their path they run into monsters. Because they are moving and not attack-moving, they will endure attacks from the monsters without retaliating. When you jump to the battle site, get your units to start fighting by pressing **A** and left-click anywhere in the general area of the monsters.

By using the attack-move order, you don't need to be specific and accurate with your mouse-clicking. It gives you leeway in clicking, and lets you just click and forget. Especially in huge battles, it is difficult to right-click on a specific enemy unit right away when all of the units are bouncing around and moving in battle.

GROUPING UNITS



Before you set out to do battle, intelligently organize your troops. Group your units by roles. Place them into control groups so you can recall them with the press of a number key. You can have up to 12 units in a single control group.

Group your melee units together, your ranged units together, your air units together, your siege units together, and so on. That way, when hardy melee units wade into your mass of troops, you can pull back your vulnerable casters by pressing their control group number and moving them. You can then press the control group number for your melee units and have them attack the enemy melee fighters, thus absorbing the brunt of the assault. If your units were all bunched together, it would be impossible to click on every ranged unit to move them, or to double-click on one to select them all (they do not stay still that long).



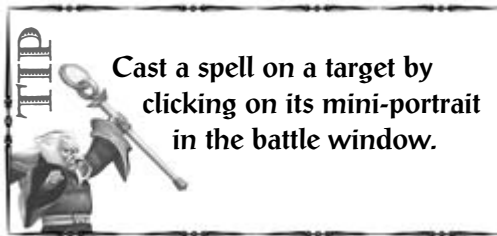
So before battle, put all units of a type into their separate control groups. Be realistic here. Don't just organize troops because they are different. Look at how you will use the units, then accordingly group them. If you want a group to soak up damage and occupy the front line, make that one control group. If you want one group that can move around the battlefield quickly and support different groups, you want to pull out your Temple Knights and make them their own cavalry group.



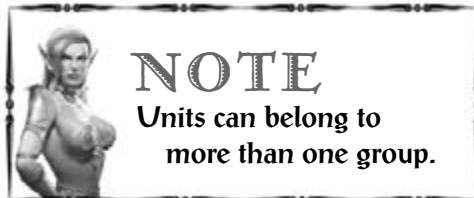
Also keep in mind that units can belong to more than one control group. If you have a caster lord, such as Lady Leisen of the Dawn Brotherhood, you can have her in both the casters/ranged unit group and in the knights and lords group. When you need to repel air units, you can have her join in shooting down the air troops by selecting the ranged group. But when she needs healing, you can select her knights and lord group, which contains your knighted Temple Knight, and use him to heal her with his Lay on Hands spell.

USING ABILITIES IN A GROUP

In the previous example, we showed that a knight could heal a lord if they were both in the same group. You can also select an individual knighted Temple Knight, then click the Lay on Hands icon, then click on Lady Leisen. But that takes time and is next to impossible to do in a heated battle. If they are both in the same group, your job is easier. Click on Leisen's portrait to target her with the spell.



When you select a group of units, all of their portraits appear in the main window. The units in the group are organized by type. So if you have a few Highland Axemen, a lord, a knight, and some Templars, all of the Axemen will be together, all of the Templars will be together, and so on. Your currently selected units within the group are highlighted. You can move between unit types by pressing **[Tab]**. This lets you cycle between units in a group and their abilities without having to leave the group.



There are many benefits to viewing units in groups. First, you can see their health status as a bar under their portrait so you know right away how damaged they are without having to click on the individual unit to find out. Secondly, you can easily cast spells on that unit by clicking on its portrait when you need to choose a target. If the unit is not in a group, you can't see its health at a glance and you can't cast a spell just by clicking on its portrait because it's moving around too much.

TIP

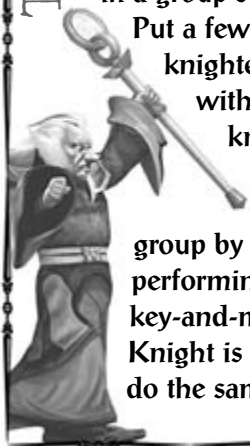


To cycle through the units in a group, press **[Tab]**. It is a quick way to select a unit without clicking on it in battle.



So, in the example with Lady Leisen, if she and the knighted Temple Knight are in a group, you can see Leisen's health. If it dips low, you cycle to the Temple Knight, press the hotkey for Lay on Hands, then click on Leisen and heal her. And the whole time, you don't have to go hunting and pecking with your mouse for the units in question on the frenetic battlefield. If you do that, you will not heal Leisen in time, or even find her and the knighted Temple Knight in the jumble of units.

TIP



Always have your knights and lord in a group so you can heal them.

Put a few Templars and a knighted Temple Knight with your lord and other knight. Then order your Temple Knight to heal anyone in your group by going to the group and performing the necessary hot key-and-mouse combo. If your Knight is out of mana, you can do the same using a Templar.



MANAGING BATTLES

Watch the group window! By keeping your units in groups and watching their battles, you can increase their effectiveness and ensure their longevity with judicious micromanagement. Because you can see the health of all grouped units under their portraits, watch for those that dip below 25 percent and pull them out of battle. You might be able to save the unit so it can regenerate. The enemy units attacking it must either follow it and run through the threat range of your other troops, or let it go and turn their attentions to your other, healthier units. In the former case, you get free hits on the enemy units without retaliation, because they are focused on your fleeing unit to the detriment of their health. In the latter case, you save your damaged unit from death.

After a few seconds of regeneration, you can send the unit in from a different angle to contribute to the battle. Be diligent about micromanaging your units in this way so you prolong their lives and extend their effectiveness in combat.



VISION

Units can only attack what they see. Most regular units have the same vision radius, so two opposing forces will see each other at the same time and attack. But some units,



especially the siege units in the Dawn Brotherhood, have a long range. They can attack farther than they can see. Have a spotter in front of these siege engines to provide line of sight, then let the siege weapons pound on the enemy from afar.



Because the beleaguered troops can't see their attacker, they do not retaliate and take the damage. This is effective against the computer in the campaigns, but an inattentive human player might also succumb to this trick.

SPECIALIZED UNITS

Air units and siege units bear some special mention. The Eddar Alliance and Shadowrealm both have air units. The Dawn Brotherhood does not. But they make up for that deficiency in other ways. Be careful about building air units, because they are expensive and high up in the technology tree. But if you can use them, they are great for destroying enemy ground units. All you have to worry about is ranged units. You also can pummel melee units, who are impotent to stop you.

Air units are only effective on a large scale, though, with at least six of them in a group. They can be a powerful strike team, capable of rapid movement and invulnerable to melee units that only have ground attacks. To thwart ranged units that might take down your fliers, have an escort of tough melee units that can rush into the midst of the enemy archers and kill them while they are targeting your air units.



The Dawn Brotherhood does not have air units, but it does have something as good, if not better: long-range siege units. All factions have siege weapons, but the Dawn Brotherhood's are long ranged so they can hit defensive structures from far away, giving them a great base-destroying capability.



To counter air units, you want an equal or greater number of ranged units. Ranged units typically do lots of damage but are fragile, so have a healer next to them as well. With the healers keeping the ranged units alive, you can deal with air units.

SIEGE

Siege units are ideal for destroying buildings and taking down defensive structures. When using siege units, it is also best to use them in larger numbers, although you should not go overboard and make them the bulk of your army. Siege units are best used against buildings and are not designed to go head-to-head in most unit battles. They are easy enough to counter, though, if you see some making their way toward your base.

Dawn Brotherhood siege units are the best at what they do. Their long range is ideal for breaking through defenses. But they are vulnerable to swift and powerful units, especially ones that deal arcane damage. Ballistae are also susceptible to slashing damage, while you can pick off Flame Casters with crushing damage.

If you are playing Shadowrealm against a Dawn Brotherhood player, use T'Xol Mogri against Dawn Brotherhood siege units. T'Xol Mogri deal magical damage and are resilient. Hammerskull Grunts are also good against Flame Casters and The Wretched are good against Ballistae. The Elddar Alliance's Gaz Warriors are also good against Ballistae, while their own siege units (Mud Elementals and Treants) are effective against Flame Casters.



The Shadowrealm siege units are both melee units, so they are not as easy to use as the Ballistae and Flame Casters (traditional siege units that can take down bases from afar). With the Shadowrealm, you need to use the siege units like melee units, and get up close to buildings. But, this brings you into the thick of battle. Mogri are not as good at besieging bases as T'Xol Mogri, because the latter can fly, bypassing many of the melee units that otherwise take down siege units. T'Xol Mogri also have great health and do magical damage.

To counter them, use the many slashing damage units on the Dawn Brotherhood side to take down Mogri and use a superior number of Mahouts or Ballistae on the T'Xol Mogri. The Elddar can use their many piercing ranged units on the T'Xol Mogri, and use superior numbers of the swift Gaz Warrior to destroy Mogri.

The Elddar Alliance's siege engines are a mix of melee and ranged units. Their Mud Elemental is a durable melee unit, but the Treant hurls rocks at buildings, giving it great range on par with the Dawn Brotherhood Ballista. Both have high hit points, with the Treant being particularly sturdy. Treants are also slow, both in terms of movement and attack speed. Slashing units are best against Treants, while crushing units work best against Mud Elementals.



HEALERS

All the races have a healing unit and they are critical to success in this game. In fact, don't go into battle without a group of healers to back you up. In the campaign, the computer uses healers to frustrating success. In fact, the AI has so many healers helping its melee units that you cannot kill any enemy units until you take out their healers. And while you are doing that, their other units are destroying yours.



Build as many healers as there are melee units. This ensures that you have ample healing to keep your units alive. Moreover, multiple healers can heal the same unit at a time, so if the enemy is focusing its attention on one unit, all of your healers can converge to keep that unit alive, wasting the enemy's efforts.

When using healers, buy all of their upgrades so that they have more mana and thus can continue healing for longer periods of time.

DAMAGE TYPES

As mentioned in Chapter One, a unique aspect of this game is its six different damage and resistance types. Most melee and ranged units deal physical damage: crushing, piercing, or slashing. And they also have armor versus the same damage types. Siege units and spellcasters deal mostly arcane damage: elemental, magical, and poison. And they have better arcane resistances and little physical armor. Recognize those disparities and use the right damage type against the unit you are fighting. Look at Chapter Four: Units and Lords to learn the armor and resistances of the units. If you are fighting a unit with no crushing armor, then use a crushing damage unit, such as the Brothers of Light, against it.

Conversely, if you find that your opponent is building lots of units that deal one particular type of damage, then do not build any units that are vulnerable to that damage. Learn these subtle aspects of each unit by reading through Chapter Four, then apply that knowledge intelligently in your games.

UPGRADES

Upgrades are always important in real-time strategy games. Units become much more powerful as you improve them, and some upgrades can double a unit's effectiveness. Upgrade your melee units first, because they are on the front lines and take a pounding. Any upgrades that improve the armor and resistances of your units are the first ones you should research. In some cases, these upgrades can improve a unit's armor or resistance to 100 percent, which translates into total immunity to the damage type. Total immunity to even one damage type makes that unit undefeatable by units that deal this damage. Do not underestimate the ability of upgrades to turn initially weak units into powerful assets to your army.

Upgrades that improve weapon speed are also vital, because they translate into increased damage per second. Research those next. Look through Chapter Three: Structures to see the upgrades available for the units trained at each building. As soon as you have the platinum, purchase them. In general, it's more worthwhile to pay for an upgrade than to buy an extra unit.



NOTE

The stats in Chapter Four are based on the default units, without upgrades. Keep that in mind when learning the information in that chapter.

LORDS AND EXPERIENCE

Lords are the backbone of your army. You start with a lord, and if it dies, you will most likely lose. It takes supreme luck and skill to win without a lord. Don't even try it.

CHOOSING A LORD

Lords are most effective when they level up. At early levels, they are simply strong units with a single special ability. Your choice of lord depends on personal preferences. Some lords are harder to use than others in the early game and others simply dominate in the late game. Decide for yourself how long you expect or want the game to last, and also consider what sort of play style you have. If you mainly use defensive strategy, and plan to have a long game, then perhaps a lord that grows exponentially in strength as it levels up is the right choice for you, rather than a lord that peters out at higher levels.



Another consideration when choosing lords is their auras and special abilities. Those lords that improve your units' damage and physical armor are ideal for the player who wants to pound enemies with melee units. But a lord that improves mana regeneration is made for players who prefer a subtler approach with spellcasters.

You should also consider the map. If it is small, the games will be quick, and you do not want a caster lord, as these usually are weak in the early game. Because games on small maps are often short, in those cases, you want a tanklike melee lord, who has high initial hit points and good damage.

Read Chapter Four and study the lords carefully. Then choose the one that matches your play style.

LEVELING A LORD

Lords go through four stages of development. At Levels 1–5, they are simply strong units. All of them have an aura and a special ability or spell. Caster lords can either summon a pet or cast a spell. Melee and ranged lords usually have a special ability that improves their fighting ability. Their health and damage at these levels is better than a normal unit's, but not overwhelmingly so.



When the lord reaches Level 6, it gets a huge power-up. Damage increases immensely, by nearly 100 percent. Health also takes a huge boost. Finally, the lord also gains a new ability or spell. For lords that summon pets, their pets also gain a boost, improving to Level 6 and thus gaining increased damage, health, armor, and resistances.



At Level 11, the lord once again makes a leap in damage, health, armor, and resistances. The lord also gains a new spell or ability, and a lord with a pet gains a stronger pet.

At Level 16, the lord gains its final ability or spell and gets another boost to its stats across the board. Of course, pets get stronger yet again.

AURAS

Level up those lords for their auras as well. At each stage of development, the lord's aura also increases in effectiveness. At Levels 1–5, the boost is +20 percent, whether that is to damage, armor, health regeneration, or something else. Negative auras—those that penalize enemy units—likewise give roughly a -20 percent decrease. At Levels 6–10, the lord's aura improves to 30 percent. At Levels 11–15, the aura is at +40 percent. At Level 16 and above, the aura is at +50.

USING LORDS

Because lords grow immensely with each stage of development, it is essential to earn experience for them and keep them alive. By Level 16, they are so strong they can dominate games. And the spells and abilities they possess can truly turn the tides of battle.

To make sure your lords reach that point, you must walk the fine line between throwing them into battle for experience and keeping them alive to level up. Use the tips mentioned in the “Controlling Units” section. Use the Lord and Knight window to monitor your lord’s health, and pull it back when it dips below 50 percent. Build at least three healers and always have them near your lord to heal it. And if you are playing a faction with a knight that can heal massive amounts of health at once, such as the knighted Temple Knight and their Lay on Hands spell, keep the knight close to your lord so it can heal the lord in an instant.



Never let your lord be surrounded, and be aware of ranged units that are focusing fire on your lord. If your lord is a ranged attacker or spellcaster, keep your melee units in front of it at all times. If possible, surround the lord with your melee units so enemies can’t get to it. If your lord is a melee unit, then be extra careful in managing him. Build more healers so the lord can stay healthy. And pull him away from battle when he approaches 50 percent health.

To help you remove your lord from battle and maneuver it, assign it a hot key. That way, you can move the lord without moving the whole group to which it belongs or having to find it with a mouse in the sea of combatants. Note that pressing **[L]** quickly cycles through your lord and knights. It is another option for selecting and ordering your lord and knights, but not as specific as assigning a hot key to each one.

If the enemy is targeting your lord, then run your lord around in circles so that the enemy pursues it, and your other units get to attack its pursuers with impunity. If the enemy does not pursue, then keep the lord away from battle and heal it. Then send it back into battle. Keep the lord close by so its aura still affects your units in battle. But keep the lord safe.



KNIGHTS

Knights and high-level units should be managed in much the same way as lords. When you knight a unit, it also gains an aura and a spell or ability. Unlike lords, however, knights do not get better auras or more spells as they level up. But they do get more health as they level up. Keep them close to battle, as you would lords, and use them in the same way. Keeping them alive is just as important as keeping your lords alive. All the advice on lords in this section applies equally to knights.



When deciding what units to knight, go over their abilities in Chapter Four so you get the abilities and auras you need. Sometimes, it is good to get an aura that duplicates your lord's aura, so you get even stronger units. Other times, you might want a different aura to cover up a weakness such as poor resistances, or broaden your abilities.

When a unit is knighted, it immediately gets a 50 percent bump in health and damage. Knights are strong and should be used wisely. Keep them alive and

assign them to groups of similar units (e.g. a Mahout knight with other ranged units or a Templar knight with other healers). Assign hot keys to knights, as you would lords. Also, watch the main window when you have the knight's or lord's control group selected so you can monitor all of their health stats at a glance.

NOTE



Managing your lord, knights, and high-level units is basically managing the experience you have gained. When a high-level unit dies, it amounts to wasted experience.

Consider all the time and effort invested in leveling up your units. Remembering this helps you keep them alive.

FIGHTING LORDS

The flip side of understanding how powerful and influential lords and knights are is realizing that the key to defeating the enemy is depriving them of their own lords and knights.

The surest way to cripple an enemy is to kill his lord. Use ranged units to focus fire on the lord. Since ranged units do not need to maneuver into position to surround and attack a lord like melee units do, they are ideal for killing lords.

Of course, a lord can still run away from ranged units.



The best way to ensure that a lord does not escape is to surround it with melee units, although this is hard to do. Because you are surrounding the lord, you can kill it in short time. Only inattentive players let this happen.

If a lord manages to flee from your units, use fast units to chase it down. But don't pursue it blindly. Do not waste time chasing the enemy lord or knight because that leaves your units vulnerable to the enemy's other units. If you cannot kill it, simply chase it away with one or two units so that its aura no longer helps its troops.

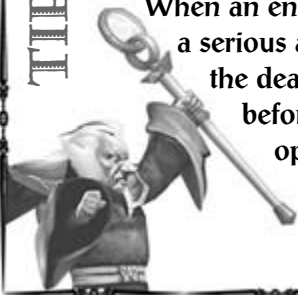


If you have the right lords, then several spells can help to root enemy lords in place so they cannot flee, enabling you to kill them swiftly.

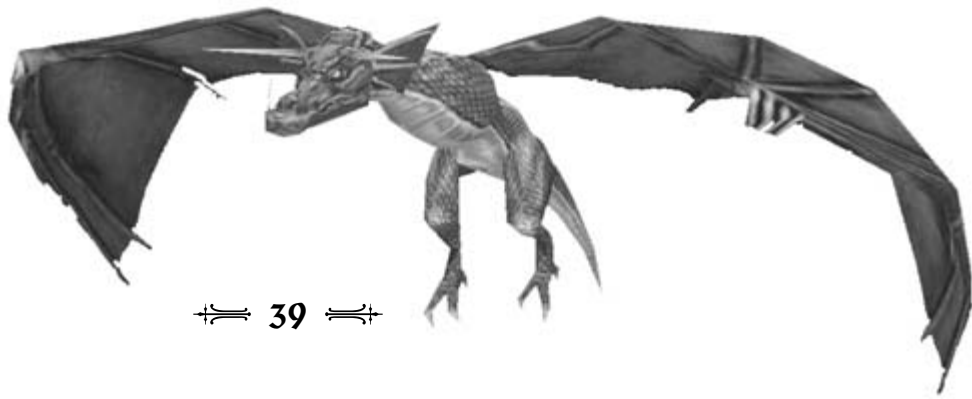
Lady Kreya of the Shadowrealm, for example, has the Bonds of Force spell, which freezes enemy units in place. The Elddar Alliance has many spells to paralyze or slow enemy lords so they are easier to kill. The units that can do so are Lord Kadian, Mud Elementals, Thorny Druid knights, and Wolf Riders. The Dawn Brotherhood is not quite so good at freezing enemy lords, but Lord Huigar at Level 16 can also root a lord in place.



TIP



When an enemy lord dies, its body stays where it died. You can gain a serious advantage by posting guards—or, if possible, towers—over the dead lord, so that any enemy recruiters sent to raise it are killed before they can perform their task. In this way, you deprive the opponent of a lord for the entire game. If the enemy cannot get to his lord, he loses. So guard his corpse and don't let it come back.



FINAL TIPS

Finally, here are some miscellaneous tips to remember:

- ◆ Claim items as soon as you can. Do not horde them or be afraid to use them. A well-timed magic item could turn the tide of battle by cutting enemy resistances by 30 percent, boosting your units' powers, weakening enemy attacks, or summoning an ally to fight for you.
- ◆ Normal units can also carry and activate magic items.
- ◆ If you are going to rush, do it early. Build two barracks and crank out units. Make sure you have a lord with up-front benefits, like damage or speed auras, and lots of health and damage.
- ◆ If you do rush and you fail, you will probably lose.
- ◆ Do not build multiple buildings of the same type, because it is a waste of valuable money. Only build them if you have too much money and you are rushing.
- ◆ Upgrade as soon as you can.
- ◆ Tech up as soon as possible. That means constructing the prerequisite buildings to get the highest-level units. For most factions, the best units are at the top of the technology ladder.
- ◆ When selecting a faction, carefully study its abilities. If you are a defensive player, go with Shadowrealm because of its superior tower defenses and strong melee units. If you want to go air, pick Shadowrealm and rush early with Goblin Blitzers and then demolish the enemy with T'Xol Mogri. Pick the Elddar Alliance for a strategy that emphasizes ranged and hit-and-run attacks.
- ◆ If fighting as Dawn Brotherhood, do your first major battles in your base. You are better when fighting beside your buildings, so let the enemy's attack come to you. Then, after you wipe out their first wave, you can go on the offensive.



CHAPTER 3

STRUCTURES

SHADOWREALM STRUCTURES

The Shadowrealm ranks are filled with unspeakable beasts and implements of torture, but the Shadowrealm is the most straightforward of the three factions in *Lords of EverQuest*. The Shadowrealm buildings reflect this straightforwardness—only a few research options are available, and the units fill specific, individual roles, such as melee units, ranged units, healer units, and spell casters.

BALLOON WORKS



Cost: 350 platinum
Build Time: 45 seconds
Health: 21,000
Units Produced: Goblin Blitzter, Venom Spitter
Prerequisite: Underworld Rift

UPGRADE

NAME	COST	PREREQUISITE
Diabolical Invention	180 platinum	Blackfire Spire

This floating structure is the training ground for the Shadowrealm’s cavalry units: Goblin Blitzters and Venom Spitters. The Diabolical Invention upgrade increases the Goblin Blitzters’ resistance to physical attacks, and increases their health regeneration rate.



BLACKFIRE SPIRE

Cost: 350 platinum

Build Time: 45 seconds

Health: 15,000

Units Produced: Frostbringer, Summoner

Prerequisite: Sacrificial Altar

UPGRADES

NAME	COST	PREREQUISITE
Focus Thought 1	190 platinum	Summoning Star
Focus Thought 2	285 platinum	Focus Thought 1, Temple of Hate
Focus Thought 3	380 platinum	Focus Thought 2, Nightkeep



The Blackfire Spire grants access to two of the more powerful Shadowrealm spell casters—the Summoner and the Frostbringer. The former does magical damage while the latter does elemental damage; both are effective against ground and air units. The Focus Thought upgrades increase the rate at which Summoners and Frostbringers regenerate mana.

BONE PILE

Cost: 100 platinum

Build Time: 35 seconds

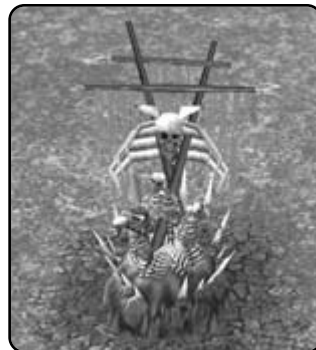
Health: 4,500

Units Produced: N/A

Prerequisite: Sparring Ground

UPGRADE

NAME	COST	PREREQUISITE
Death Clutch	100 platinum	N/A



The Bone Pile is the Shadowrealm's only defensive structure. It does 1,000 slashing damage per second to enemy ground units that come within its radius. With the Death Clutch upgrade, the Bone Pile also reduces the armor resistance of nearby enemy units.

NIGHTKEEP

Cost: 500 platinum

Build Time: 60 seconds

Health: 24,000

Unit Produced: The Wretched

Prerequisites: Summoning Star, Balloon Works

UPGRADE

NAME	COST	PREREQUISITE
Dark Touch 1	210 platinum	Blackfire Spire
Dark Touch 2	315 platinum	Temple of Hate



It's expensive and so are its prerequisites, but the Nightkeep offers two benefits. Once built, it enables you to research the third Beast of Burden upgrade at the Ogre Barracks, turning your Hammerskull Grunts into more powerful units. More importantly, the Nightkeep also allows you to build The Wretched, the strongest Shadowrealm melee unit.

OGRE BARRACKS

Cost: 200 platinum

Build Time: 30 seconds

Health: 24,000

Unit Produced: Hammerskull Grunt

Prerequisite: Stronghold

UPGRADES

NAME	COST	PREREQUISITE
Beast of Burden 1	160 platinum	Sparring Ground
Beast of Burden 2	240 platinum	Beast of Burden 1, Underworld Rift
Beast of Burden 3	320 platinum	Beast of Burden 2, Nightkeep



The Ogre Barracks is the linchpin of the Shadowrealm army, because it's the prerequisite for the second-tier buildings. The Barracks also allows for the training of Hammerskull Grunts, the basic Shadowrealm melee unit. Three Beast of Burden upgrades are available for the Hammerskull Grunt, and each increases both health and damage.

SACRIFICIAL ALTAR

Cost: 300 platinum

Build Time: 40 seconds

Health: 21,000

Unit Produced: Sacrificial Healer

Prerequisite: Thieves' Guild

UPGRADES

NAME	COST	PREREQUISITE
Idle Mind 1	160 platinum	Blackfire Spire
Idle Mind 2	240 platinum	Idle Mind 1, Balloon Works



Sacrificial Healers are trained at the Sacrificial Altar. As their name implies, Sacrificial Healers are the Shadowrealm healer units and should be one of your first priorities in building your early game army. The two Idle Mind upgrades increase the amount of mana available to Sacrificial Healers.

SMELTING TOWER

Cost: 200 platinum

Build Time: 40 seconds

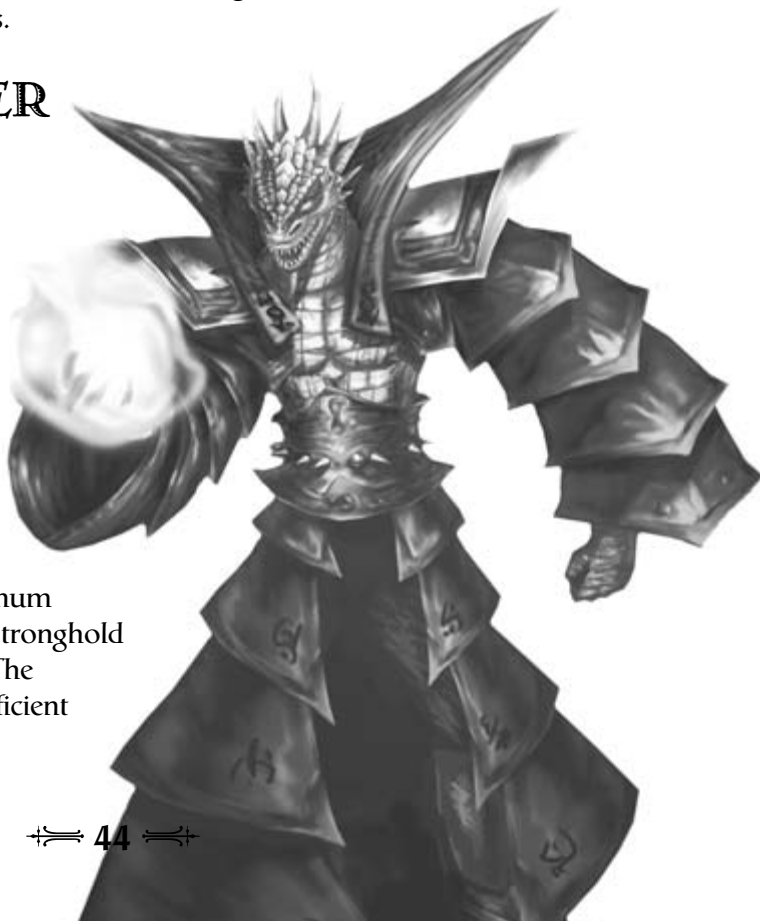
Health: 9,000

Units Produced: N/A

Prerequisite: Stronghold

UPGRADE: N/A

The Smelting Tower is the Shadowrealm's platinum storehouse. Harvested platinum can only be returned to the Stronghold or the Smelting Tower. Place a Smelting Tower near a platinum mine instead of a more expensive Stronghold if you want to save a little money. The Smelting Tower allows for more efficient resource harvesting.





SPARRING GROUND

Cost: 250 platinum
Build Time: 35 seconds
Health: 18,000
Unit Produced: Brother of Night
Prerequisite: Ogre Barracks

UPGRADES

NAME	COST	PREREQUISITE
Enraged Fists 1	170 platinum	Thieves' Guild
Enraged Fists 2	255 platinum	Enraged Fists 1, Underworld Rift



The Sparring Ground allows you to train Brothers of Night, lightly armored monks who deal crushing damage. The two Enraged Fists upgrades for the Brothers of Night increase their damage. The sparring ground is an important early building—without it, you won't be able to upgrade your Hammerskull Grunts.

STRONGHOLD

Cost: 400 platinum
Build Time: 40 seconds
Health: 48,000
Units Produced: Clockwork Spider, Dark Recruiter
Prerequisite: N/A

UPGRADE

NAME	COST	PREREQUISITE
Diplomacy	200 platinum	Thieves' Guild



The headquarters of the Shadowrealm base, the Stronghold allows training of this faction's basic worker unit, the Clockwork Spider. Dark Recruiters, who are used to resurrect any fallen lords, also train at the Stronghold. The Stronghold acts as your platinum storehouse when you don't have Smelting Towers available. The Diplomacy upgrade gives Dark Recruiters the ability to capture enemy buildings.

SUMMONING STAR

Cost: 300 platinum

Build Time: 40 seconds

Health: 15,000

Unit Produced: Defiler

Prerequisite: Sparring Ground

UPGRADE

NAME	COST	PREREQUISITE
Bits & Pieces	150 platinum	Sacrificial Altar



When playing against the Eddar Alliance or against another Shadowrealm army, build the Summoning Star as quickly as possible to defend against early game air attacks. It produces Defilers, the first—and least expensive—anti-air unit for the faction. The Bits & Pieces upgrade increases the Defiler's rate of regeneration for both mana and health.

TEMPLE OF HATE

Cost: 500 platinum

Build Time: 60 seconds

Health: 21,000

Unit Produced: T'Xol Mogri

Prerequisites: Blackfire Spire, Balloon Works

UPGRADE

NAME	COST	PREREQUISITE
Vile Aura	300 platinum	Nightkeep



The Temple of Hate allows you to train T'Xol Mogri, a more powerful airborne unit akin to the Mogri. The T'Xol Mogri is a siege unit that's effective against both ground and air units, and the Vile Aura upgrade makes all of its attacks more powerful.

THIEVES' GUILD

Cost: 250 platinum

Build Time: 35 seconds

Health: 18,000

Unit Produced: Trickster

Prerequisite: Ogre Barracks

UPGRADE

NAME	COST	PREREQUISITE
Poisoned Blade 1	160 platinum	Sparring Ground
Poisoned Blade 2	240 platinum	Balloon Works
Poisoned Blade 3	320 platinum	Temple of Hate



Like the Sparring Ground, you should build the Thieves' Guild as soon as you have the platinum. It's a great second building choice, because it allows you to build the Trickster, whose sneak ability makes it an ideal scout in the early part of the game. The Poisoned Blade upgrades increase the Trickster's chance of successfully poisoning an opponent.

UNDERWORLD RIFT

Cost: 300 platinum

Build Time: 40 seconds

Health: 21,000

Unit Produced: Mogri

Prerequisite: Thieves' Guild

UPGRADE

NAME	COST	PREREQUISITE
Mischievous Whelp 1	220 platinum	Sacrificial Altar
Mischievous Whelp 2	330 platinum	Summoning Star



The Underworld Rift allows for the training of Mogri, the lower-level Shadowrealm siege unit. The Rift is also a prerequisite for the Balloon Works. The Mischievous Whelp upgrades add a magical shield to your Mogri units that damages any attacking enemy units.

DAWN BROTHERHOOD STRUCTURES

The Dawn Brotherhood base of operations is very different from that of the other factions. The Dawn Brotherhood's buildings emit auras that enhance the abilities of nearby friendly units. For this reason, Dawn Brotherhood units are much stronger when near their base. Understanding the benefits each building provides definitely helps a Dawn Brotherhood player defend against an assault.



NOTE
The auras emitted by Dawn Brotherhood buildings add a 25 percent bonus to the listed effect.

BATTLEWORKS

Cost: 400 platinum

Build Time: 50 seconds

Health: 30,000

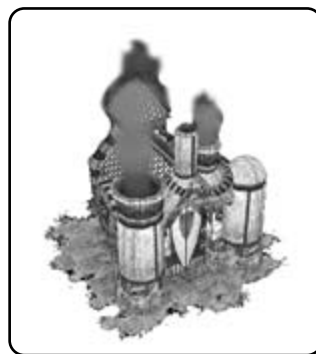
Units Produced: Ballista, Flame Caster

Prerequisite: Lightfall Abbey

Aura: Wall of Stone

Aura Effect: Damage Bonus to

Piercing/Slashing/Crushing Attacks



UPGRADES

NAME	COST	PREREQUISITE
Gnomish Touch 1	240 platinum	Grove of the Tribunal
Gnomish Touch 2	360 platinum	Gnomish Touch 1, Beastlord Hold
Gnomish Touch 3	480 platinum	Gnomish Touch 2, Dawn Spire

The Battleworks allows the Dawn Brotherhood to build its two siege weapons, the Ballista and the Flame Caster. The Gnomish Touch upgrade increases the reload rate for both weapons. Units standing within range of the Battleworks' Wall of Stone aura receive a boost to their physical attack damage.

BEASTLORD HOLD

Cost: 400 platinum

Build Time: 50 seconds

Health: 27,000

Units Produced: Kerran Cavalry, Mahout

Prerequisite: Grove of the Tribunal

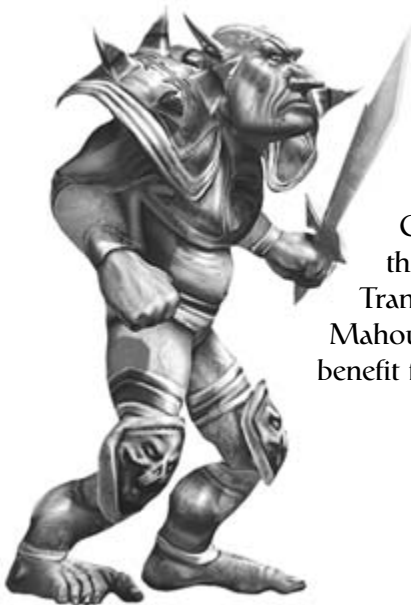
Aura: Flying Feet

Aura Effect: Bonus to Movement Speed



UPGRADES

NAME	COST	PREREQUISITE
Sharpening Stone 1	180 platinum	Lightfall Abbey
Sharpening Stone 2	270 platinum	Sharpening Stone 1, Phantasmal Pool
Sharpening Stone 3	360 platinum	Sharpening Stone 2, Battleworks
Trample 1	240 platinum	Phantasmal Pool
Trample 2	360 platinum	Trample 1, Keep of Eyes
Trample 3	480 platinum	Trample 2, Dawn Spire



The Beastlord Hold serves as the training building for Kerran Cavalry and Mahouts, the Dawn Brotherhood's two cavalry units. Kerran Cavalry are melee units, while Mahouts are ranged, elephant-riding support cavalry. Kerran Cavalry receive an increase to their damage with the three Sharpening Stone upgrades, while the Trample upgrades add a damage-inflicting shield to Mahouts. All units standing near the Beastlord Hold benefit from a movement speed boost.

DAWN SPIRE

Cost: 550 platinum

Build Time: 65 seconds

Health: 30,000

Unit Produced: Temple Knight

Prerequisites: Beastlord Hold, Battleworks

Aura: Arcane Halo

Aura Effect: Bonus Damage to
Magical/Elemental/Poison Attacks



UPGRADES

NAME	COST	PREREQUISITE
Awestruck 1	220 platinum	Phantasmal Pool
Awestruck 2	330 platinum	Awestruck 1, Keep of Eyes

The Dawn Spire produces the Dawn Brotherhood's most powerful melee unit, the Temple Knight. The building has expensive prerequisites—you need both a Battleworks and a Beastlord Hold before you can build the Dawn Spire. The Temple Knights can be made more powerful with the two Awestruck upgrades, which increase the Knight's chance of stunning an opponent. The Dawn Spire also increases the arcane attack damage of any unit within its Arcane Halo aura.

GROVE OF THE TRIBUNAL

Cost: 350 platinum

Build Time: 45 seconds

Health: 24,000

Unit Produced: Spirit Talker

Prerequisite: Guildhall

Aura: Shield of the Ancients

Aura Effect: Bonus to Magical/
Elemental/Poison Resistances





CHAPTER 3: STRUCTURES

DAWN BROTHERHOOD

UPGRADES

NAME	COST	PREREQUISITE
Keen Conscience 1	160 platinum	Lightfall Abbey
Keen Conscience 2	240 platinum	Keen Conscience 1, Phantasmal Pool
Keen Conscience 3	320 platinum	Keen Conscience 2, Beastlord Hold

The Grove of the Tribunal produces Spirit Talkers, support units that temporarily enhance the health of a single allied unit. The Keen Conscience upgrades increase the amount of mana available to the Spirit Talkers and boost their resistance to physical attacks. Units near the Grove of the Tribunal receive an increase to their arcane damage resistance.

GUILDHALL

Cost: 300 platinum

Build Time: 40 seconds

Health: 30,000

Unit Produced: Highland Axeman

Prerequisite: Rallyhouse

Aura: Connall's Vigor

Aura Effect: Bonus to Stamina Regeneration



UPGRADES

NAME	COST	PREREQUISITE
Spirit of the Highlands 1	160 platinum	Grove of the Tribunal
Spirit of the Highlands 2	240 platinum	Spirit of the Highlands 1, Battleworks
Spirit of the Highlands 3	320 platinum	Spirit of the Highlands 2, Keep of Eyes

The Guildhall is home to the Highland Axemen, the basic melee unit of the Dawn Brotherhood. The three Spirit of the Highlands upgrades increase the health and damage for Axemen. Units near the Guildhall get a boost to their stamina regeneration rate.

KEEP OF EYES

Cost: 350 platinum

Build Time: 45 seconds

Health: 27,000

Units Produced: Blackblade, Infiltrator

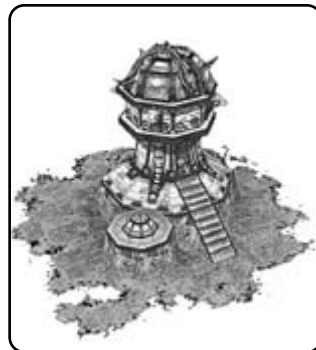
Prerequisite: Phantasmal Pool

Aura: Battlefury

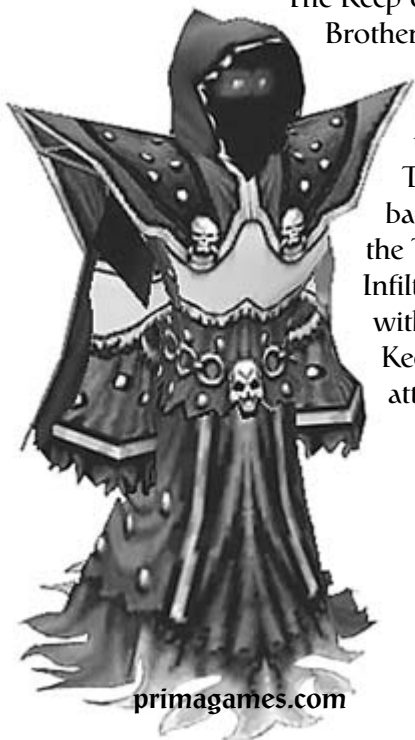
Aura Effect: Bonus to Attack Speed

UPGRADES

NAME	COST	PREREQUISITE
Swiftiness 1	160 platinum	Guildhall
Swiftiness 2	240 platinum	Swiftiness 1, Beastlord Hold
Timeless Stab 1	200 platinum	Beastlord Hold
Timeless Stab 2	300 platinum	Timeless Stab 1, Dawn Spire



The Keep of Eyes allows the Dawn Brotherhood to train Blackblades, melee units with the powerful backstab ability, and Infiltrators, sneaking units that make excellent scouts. The time between the Blackblade's backstabs is reduced by researching the Timeless Stab upgrades, and Infiltrators get an attack rate bonus with the Swiftiness upgrades. The Keep of Eyes' aura increases the attack rate of nearby units.





CHAPTER 3: STRUCTURES DAWN BROTHERHOOD

LIGHTFALL ABBEY

Cost: 350 platinum

Build Time: 45 seconds

Health: 24,000

Units Produced: Brother of Light, Templar

Prerequisite: Guildhall

Aura: Divine Sentry

Aura Effect: Bonus to Piercing/Slashing/
Crushing Damage Resistances



UPGRADES

NAME	COST	PREREQUISITE
Touch of Light 1	170 platinum	Grove of the Tribunal
Touch of Light 2	255 platinum	Touch of Light 1, Phantasmal Pool
Touch of Light 3	340 platinum	Touch of Light 2, Battleworks
Whistling Fists 1	170 platinum	Beastlord Hold
Whistling Fists 2	255 platinum	Whistling Fists 1, Keep of Eyes
Whistling Fists 3	340 platinum	Whistling Fists 2, Dawn Spire

Lightfall Abbey acts as an important bridge between the early Dawn Brotherhood buildings and those buildings higher up the technology tree, such as the Beastlord Hold and the Dawn Spire. The two units the Abbey produces are both serviceable healers. The Templars are better healers, and will be your primary medics in the game. They have a weak crushing attack. On the other hand, Brothers of Light have a much more powerful crushing attack, but their mend ability provides less efficient healing. The Touch of Light upgrades increase the Templars' mana and their arcane damage resistance; the Whistling Fists upgrades boost the attack speed for Brothers of Light. Units near the Abbey receive a bonus to their physical damage resistance.

PHANTASMAL POOL

Cost: 300 platinum

Build Time: 40 seconds

Health: 21,000

Units Produced: Element Master,
Glamour Caster

Prerequisite: Rallyhouse

Aura: River of Light

Aura Effect: Bonus to Mana Regeneration



UPGRADES

NAME	COST	PREREQUISITE
Mental Clarity 1	170 platinum	Grove of the Tribunal
Mental Clarity 2	255 platinum	Mental Clarity 1, Keep of Eyes
Mental Clarity 3	340 platinum	Mental Clarity 2, Dawn Spire



Home to the Element Master and the Glamour Caster, the Phantasmal Pool allows the Dawn Brotherhood to build ranged units as soon as a Rallyhouse is in place. This is important because the Dawn Brotherhood has no air units, so getting ranged units early can help defend against an air rush. The Mental Clarity upgrades increase the rate at which both the Element Master and the Glamour Caster regain mana, and the River of Light aura emanating from the Phantasmal Pool increases the mana regeneration rate for all nearby units.



CHAPTER 3: STRUCTURES

DAWN BROTHERHOOD

RALLYHOUSE

Cost: 450 platinum

Build Time: 50 seconds

Health: 60,000

Units Produced: Dwarven Strip Miner,
Dawn Recruiter

Prerequisite: N/A

Aura: Sustenance

Aura Effect: Bonus to Health Regeneration



UPGRADE

NAME	COST	PREREQUISITE
Diplomacy	200 platinum	Lightfall Abbey

The Rallyhouse is the backbone of Dawn Brotherhood operations. Dwarven Miners and Dawn Recruiters are trained here. The Diplomacy upgrade allows Dawn Recruiters to capture enemy buildings. Units within the Sustenance aura regenerate health more quickly.

SILLO

Cost: 250 platinum

Build Time: 50 seconds

Health: 15,000

Units Produced: N/A

Prerequisite: Rallyhouse

Aura: N/A

Aura Effect: N/A

UPGRADE: N/A

The Silo acts as a platinum drop-off point. It costs much less than a Rallyhouse and can be built very close to mines, making for more efficient resource gathering.

SPELL TOWER

Cost: 150 platinum

Build Time: 35 seconds

Health: 60,000

Unit Produced: N/A

Prerequisite: Rallyhouse

Aura: N/A

Aura Effect: N/A



UPGRADE

NAME	COST	PREREQUISITE
Triangulation	150 platinum	N/A

The Spell Tower is the Dawn Brotherhood defensive structure, and it's effective against both ground and air units. Spell Towers do 200 magical damage per second. With the Triangulation upgrade, the Spell Tower can attack three enemies simultaneously.

ELDDAR ALLIANCE STRUCTURES

The Elddar Alliance is a much stronger collective than the other two factions. While some units fill specific combat roles, many other units play important supporting roles, enhancing their allies' strength. The Elddar Alliance structures add to the collective atmosphere—unit types are mixed and staggered throughout the build tree, siege units and spy units might be found at the same building, for example. Also, some upgrades provide enhancements to the entire army, rather than individual units.

ALLIANCE OUTPOST

Cost: 425 platinum

Build Time: 45 seconds

Health: 27,000

Units Produced: Bixie Harvester, Koda'Dal Recruiter

Prerequisite: N/A





UPGRADES

NAME	COST	PREREQUISITE
Diplomacy	200 platinum	N/A
Fungal Regrowth 1	425 platinum	Deadshot Range
Fungal Regrowth 2	850 platinum	Fungal Regrowth 1, Danal's Academy
Fungal Regrowth 3	1,275 platinum	Fungal Regrowth 2, Circle of Stones

Home to the Bixie Harvester and the Kooda'Dal Recruiter, the Alliance Outpost is the foundation of an Elddar Alliance base. It serves as the primary platinum storehouse when no Hives are available. The Diplomacy upgrade allows Recruiters to capture enemy buildings, and the Fungal Regrowth upgrades increase the health regeneration rate for all Elddar Alliance units.

CIRCLE OF STONES

Cost: 400 platinum
Build Time: 50 seconds
Health: 21,000
Units Produced: Thorny Druid, Treant
Prerequisite: Wolf Pen



UPGRADES

NAME	COST	PREREQUISITE
Pine Warden 1	320 platinum	Danal's Academy
Pine Warden 2	480 platinum	Pine Warden 1, Lorekeeper's Haven
Pine Warden 3	640 platinum	Pine Warden 2, Drake's Nest

The Circle of Stones is home to Thorny Druids, who enchant nearby units with a shield of thorns, and the Treant, a slow-moving but powerful siege unit. The Pine Warden upgrades increase the rate of health regeneration for both the Thorny Druid and the Treant.

DANAL'S ACADEMY

Cost: 350 platinum

Build Time: 45 seconds

Health: 21,000

Units Produced: Gatemaster,
Mud Elemental

Prerequisite: Hall of the Poet

UPGRADE

NAME	COST	PREREQUISITE
Tranquil	150 platinum	Circle of Stones



This towering structure allows you to train Gatemasters and to summon Mud Elementals. Gatemasters are a mid-level support unit, with the ability to increase nearby units' armor. Mud Elementals are one of the Eddar Alliance's many siege units, shambling piles of mud that can slow opposing units. The Tranquil upgrade increases the amount of mana available to Gatemasters.

DEADSHOT RANGE

Cost: 250 platinum

Build Time: 35 seconds

Health: 24,000

Unit Produced: Deadshot Archer

Prerequisite: Alliance Outpost

UPGRADES

NAME	COST	PREREQUISITE
Sulfur Tip Hues 1	150 platinum	Training Grounds
Sulfur Tip Hues 2	225 platinum	Sulfur Tip Hues 1, Danal's Academy
Sulfur Tip Hues 3	300 platinum	Sulfur Tip Hues 2, Circle of Stones



The Deadshot Range is the first building available, and its Deadshot Archers are the basic unit in the Eddar Alliance army. Archers are inexpensive but fairly weak, so don't rely on them too heavily in the early part of the game. The Sulfur Tip Hues upgrades adds elemental damage to the Archers' piercing arrows.



DRAKE'S NEST

Cost: 450 platinum

Build Time: 55 seconds

Health: 27,000

Units Produced: Drake Rider

Prerequisites: Lorekeeper's Haven

UPGRADE

NAME	COST	PREREQUISITE
Silent Flight	290 platinum	Siegeworks



The Drake's Nest allows you to train Drake Riders, flying units that can attack ground and airborne enemies. Drake Riders also have an acid attack that can affect groups of enemies. The Silent Flight upgrade hides Drake Riders from any enemy that cannot see invisible units.

HALL OF THE POET

Cost: 300 platinum

Build Time: 40 seconds

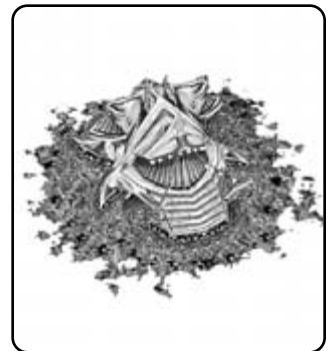
Health: 24,000

Unit Produced: Greensong Bard

Prerequisite: Deadshot Range

UPGRADES

NAME	COST	PREREQUISITE
Body Muse 1	160 platinum	Training Grounds
Body Muse 2	240 platinum	Body Muse 1, Shrine of Tunare



Home to the Greensong Bard, the Hall of the Poet is an important early game building because it's a prerequisite for many higher-level buildings. The Bard is a great early unit, because her song can briefly turn enemy units to your side. The Body Muse upgrade increases the health and mana for the Bards.

HEELSTONE

Cost: 125 platinum

Build Time: 30 seconds

Health: 5,250

Unit Produced: N/A

Prerequisite: Deadshot Range

UPGRADE

NAME	COST	PREREQUISITE
Quagmire	125 platinum	N/A



This Eddar Alliance defensive structure doesn't have any offensive abilities, but it reduces the attack speed of incoming enemies by 25 percent and their movement speed by 50 percent. With the Quagmire upgrade, it prevents nearby opposing units from regenerating health and mana.

HIVE

Cost: 225 platinum

Build Time: 45 seconds

Health: 12,000

Unit Produced: N/A

Prerequisite: Alliance Outpost

UPGRADE: N/A

Hives are platinum storehouses that can be built close to mines, allowing the Eddar Alliance to expand its harvesting operation without the costly expense of building more Alliance Outposts.



LOREKEEPER'S HAVEN

Cost: 400 platinum

Build Time: 50 seconds

Health: 18,000

Unit Produced: Beguiler

Prerequisite: Danal's Academy

UPGRADES

NAME	COST	PREREQUISITE
Blue Sky 1	170 platinum	Drake's Nest
Blue Sky 2	255 platinum	Blue Sky 1, Shrine of Tunare



The Lorekeeper's Haven is the training building for the Beguiler, another Eddar Alliance army support unit. The Beguiler increases the attack rate of nearby friendly units. The available Blue Sky upgrades boost his mana regeneration rate.

SHRINE OF TUNARE

Cost: 400 platinum

Build Time: 50 seconds

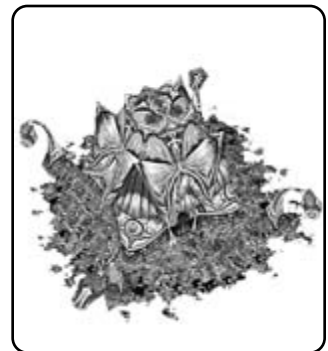
Health: 27,000

Unit Produced: Forest Avatar

Prerequisite: Siegeworks

UPGRADES

NAME	COST	PREREQUISITE
Blessed Tactics 1	240 platinum	Hall of the Poet
Blessed Tactics 2	360 platinum	Blessed Tactics 1, Lorekeeper's Haven



The Shrine of Tunare grants access to the Forest Avatar, a heavily armored melee unit that also acts as the healer for the Eddar Alliance. The two Blessed Tactics upgrades increase the Forest Avatar's health and damage.

SIEGEWORKS

Cost: 350 platinum

Build Time: 45 seconds

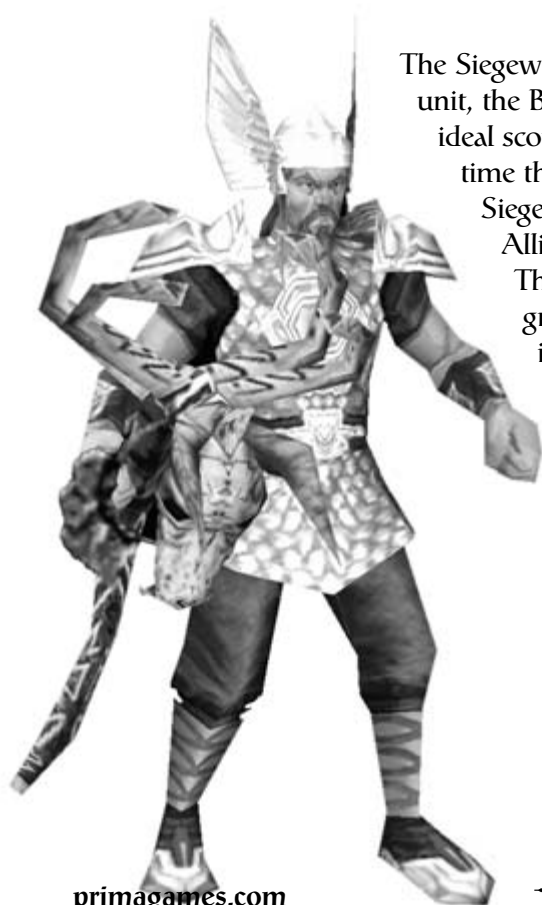
Health: 24,000

Units Produced: Swarmcaller, Burglar of Tohl

Prerequisite: Training Grounds

UPGRADES

NAME	COST	PREREQUISITE
Elven Blueprints 1	220 platinum	Shrine of Tunare
Elven Blueprints 2	330 platinum	Elven Blueprints 1, Wolf Pen
Hidden Endurance	160 platinum	Wolf Pen



The Siegeworks allows the training of the Eddar Alliance spy unit, the Burglar of Tohl, whose sneak ability makes him an ideal scout. The Hidden Endurance upgrade decreases the time the Burglar must wait between sneaking. The Siegeworks also makes building another Eddar Alliance siege weapon, the Swarmcaller, possible. This flying weapon shoots lightning at both air and ground units, and the Elven Blueprints upgrades increase the Swarmcaller's resistance to physical and arcane attacks.

TRAINING GROUNDS

Cost: 300 platinum

Build Time: 40 seconds

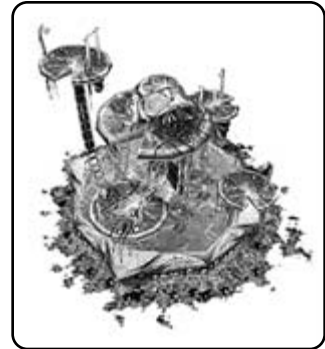
Health: 27,000

Unit Produced: Gaz Warrior

Prerequisite: Deadshot Range

UPGRADES

NAME	COST	PREREQUISITE
Tower Shield 1	170 platinum	Hall of the Poet
Tower Shield 2	255 platinum	Tower Shield 1, Wolf Pen
Tower Shield 3	340 platinum	Tower Shield 2, Drake's Nest



Build the Training Ground as soon as you can afford it. While your Deadshot Archers are great ranged units, they can't take much damage when the enemy gets close. The Training Grounds allow you to build Gaz Warriors, inexpensive melee units who provide sufficient protection for your Archers in the early moments of the game. The Tower Shield upgrades increase the Gaz Warrior's armor against physical attacks.

WOLF PEN

Cost: 350 platinum

Build Time: 45 seconds

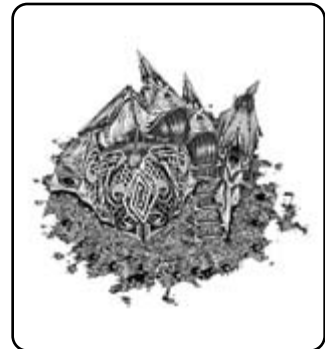
Health: 24,000

Unit Produced: Wolf Rider

Prerequisite: Hall of the Poet

UPGRADES

NAME	COST	PREREQUISITE
Lupine Harness 1	180 platinum	Training Grounds
Lupine Harness 2	270 platinum	Lupine Harness 1, Siegeworks



The Wolf Pen is home to the Wolf Riders, fast cavalry units that do crushing damage with their maces. You can research two levels of the Lupine Harness upgrade at the Wolf Pen and each increases the amount of damage dealt by the Wolf Riders.

REFERENCE TABLES

SHADOWREALM STRUCTURES

STRUCTURE	COST	BUILD TIME	HEALTH	UNITS PRODUCED	PREREQUISITES	RESEARCH OPTIONS (LEVELS)
Balloon Works	350	45	21,000	Goblin Blitz, Venom Spitter	Underworld Rift	Diabolical Invention
Blackfire Spire	350	45	15,000	Frostbringer, Summoner	Sacrificial Altar	Focus Thought (2)
Bone Pile	100	35	4,500	N/A	Sparring Ground	Death Clutch (1)
Nightkeep	500	60	24,000	The Wretched	Summoning Star, Balloon Works	Dark Touch (2)
Ogre Barracks	200	30	24,000	Hammerskull Grunt	Stronghold	Beast of Burden (3)
Sacrificial Altar	300	40	21,000	Sacrificial Healer	Thieves' Guild	Idle Mind (2)
Smelting Tower	200	40	9,000	N/A	Stronghold	N/A
Sparring Ground	250	35	18,000	Brother of Night	Ogre Barracks	Enraged Fists (2)
Stronghold	400	40	48,000	Clockwork Spider, Dark Recruiter	—	Diplomacy (1)
Summoning Star	300	40	15,000	Defiler	Sparring Ground	Bits & Pieces (1)
Temple of Hate	500	60	21,000	T'Xol Mogri	Blackfire Spire, Balloon Works	Vile Aura (1)
Thieves' Guild	250	35	18,000	Trickster	Ogre Barracks	Poisoned Blade (3)
Underworld Rift	300	40	21,000	Mogri	Thieves' Guild	Mischiefous Whelp (2)



DAWN BROTHERHOOD STRUCTURES

STRUCTURE	COST	BUILD TIME	HEALTH	UNITS PRODUCED	PREREQUISITES	RESEARCH OPTIONS	AURA NAME	AURA EFFECT
Battleworks	400	50	30,000	Ballista, Flame Caster	Lightfall Abbey	Gnomish Touch (3)	Wall of Stone	Piercing/Slashing/Crushing Attack Damage Increase
Beastlord Hold	400	50	27,000	Kerran Cavalry, Mahout	Grove of the Tribunal	Sharpening Stone (2), Trample (3)	Flying Feet	Movement Speed Increase
Dawn Spire	550	65	30,000	Temple Knight	Beastlord Hold, Battleworks	Awestruck (2)	Arcane Halo	Magical/Elemental/Poison Attack Damage Increase
Grove of the Tribunal	350	45	24,000	Spirit Talker	Guildhall	Keen Conscience (2)	Shield of the Ancients	Magical/Elemental/Poison Resistances Increase
Guildhall	300	40	30,000	Highland Axeman	Rallyhouse	Spirit of the Highlands (3)	Connell's Vigor	Stamina Regeneration Increase
Keep of Eyes	350	45	27,000	Blackblade, Infiltrator	Phantasmal Pool	Timeless Stab (2), Swiftess (2)	Battlefury	Attack Speed Increase
Lightfall Abbey	350	45	24,000	Brother of Light, Templar	Guildhall	Whistling Fists (2), Touch of Light (3)	Divine Sentry	Piercing/Slashing/Crushing Armor Increase
Phantasmal Pool	300	40	21,000	Element Master, Glamour Caster	Rallyhouse	Mental Clarity (3)	River of Light	Mana Regeneration Increase
Rallyhouse	450	50	60,000	Dwarven Strip Miner, Dawn Recruiter	N/A	Diplomacy (1)	Sustenance	Health Regeneration Increase
Silo	250	50	15,000	N/A	N/A	N/A	N/A	N/A
Spell Tower	150	35	60,000	N/A	Rallyhouse	Triangulation (1)	N/A	N/A

ELDDAR ALLIANCE STRUCTURES

STRUCTURE	COST	BUILD TIME	HEALTH	UNITS PRODUCED	PREREQUISITES	RESEARCH OPTIONS
Alliance Outpost	425	45	27,000	Bixie Harvester, Koda'dal Recruiter	N/A	Diplomacy, Fungal Regrowth (3)
Circle of Stones	400	50	21,000	Thorny Druids, Treants	Wolf Pen	Pine Warden (3)
Danal's Academy	350	45	21,000	Gatemaster, Mud Elemental	Hall of the Poet	Tranquil (1)
Deadshot Range	250	35	24,000	Deadshot Archer	Alliance Outpost	Sulfur Tip Hues (3)
Drake's Nest	450	55	27,000	Drake Rider	Lorekeeper's Haven	Silent Flight (1)
Hall of the Poet	300	40	24,000	Greensong Bard	Deadshot Range	Body Muse (2)
Heelstone	125	30	5,250	N/A	Deadshot Range	Quagmire (1)
Hive	225	45	12,000	N/A	Alliance Outpost	N/A
Lorekeeper's Haven	400	50	18,000	Beguiler	Danal's Academy	Blue Sky (2)
Shrine of Tunare	400	50	27,000	Forest Avatar	Siegeworks	Blessed Tactics (2)
Siegeworks	350	45	24,000	Swarmcaller, Burglar of Tohl	Training Grounds	Elven Blueprints (2), Hidden Endurance (1)
Training Grounds	300	40	27,000	Gaz Warrior	Deadshot Range	Tower Shield (3)
Wolf Pen	350	45	24,000	Wolf Rider	Hall of the Poet	Lupine Harness (2)

CHAPTER 4

UNITS AND LORDS

SHADOWREALM

The Shadowrealm is a conglomerate of the evil races of Norrath. Cruel Dark Elf and Iksar masters have brought the Trolls, Ogres, Goblins, and Gnomes under their sway and are using their combined might to squash their hated foes.

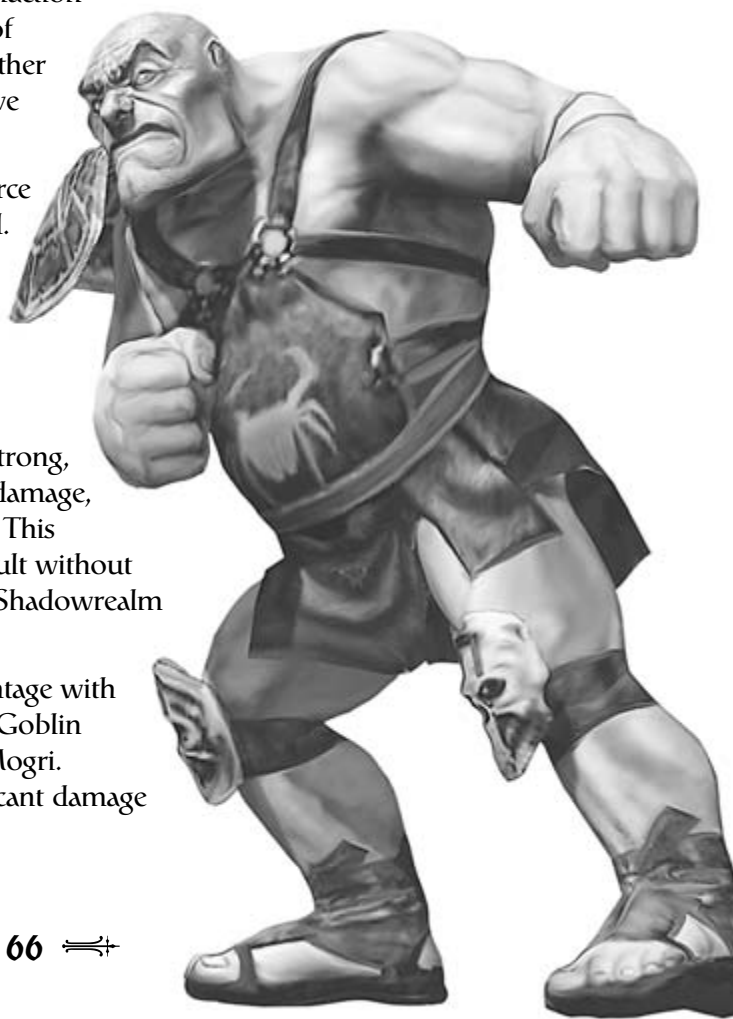
The Shadowrealm is a well-balanced faction with strong melee units, various spellcasters, and flying units. The faction is weak in attacking fortified defenses, because it lacks any long-ranged siege unit.

In addition to its siege-unit weakness, this faction does not have the long-ranged firepower of either of the other two factions. Like the other factions, Shadowrealm spellcasters also have low health and need constant support.

When playing Shadowrealm, creating a force of healers to support your units is essential. Also note that many of its early melee units deal crushing damage, which could pose a problem if you fight a faction that fields units with good crushing armor.

One great Shadowrealm advantage is its defensive structure: The Bone Pile is very strong, especially with its upgrade. It does decent damage, and it hits every ground unit in its vicinity. This makes besieging Shadowrealm bases difficult without long-range siege units, and ensures that a Shadowrealm player can be defensive in strategy.

The Shadowrealm also has a distinct advantage with its air units. It has a mid-game flier in the Goblin Blitzler and a late game flier in the T'Xol Mogri. Both have short range, but can deal significant damage to ground troops.



When playing this faction, understanding its strengths and weaknesses will help you achieve success in battling the Dawn Brotherhood and Elddar Alliance.

SHADOWREALM LORDS

LADY KREYA



Class: Wizard
Race: Gnome
Health: 4,400
Mana: 2,400
Stamina: N/A
Damage Per Second: 200
Damage Type: Elemental (Ranged)
Weapon Speed: 1.5

Movement Speed: 36
Armor Resistance: None
Arcane Resistances: 25% Magic, 25% Elemental, 25% Poison
Special Abilities: Evacuate, Ice Comet, Major Shielding, Bonds of Force
Aura Name: Tendril Mists
Aura Effect: Speeds allied movement, reduces enemy resistances.

Lady Kreyia is a sinister Gnome wizard with some very good spells. However, she is more fragile than Lord Skass, if only because he has a pet to divert attacks and she does not. Kreyia has very low health and so must always be protected by melee units and be kept healthy by healers. Always assign healers to escort her.

Kreyia has a very strong ranged attack, and as an added bonus, can hit air units. As she levels up, her damage increases to very high levels and she becomes a veritable cannon. But she always has comparatively low health for a unit of her level.

Kreyia's aura increases the movement speed of allies, but also decreases enemy resistance. For that reason, surround her with Shadowrealm spellcasters, who can take advantage of this aura and really hurt enemy units. The aura gets better as she gains Levels 6, 11, and 16.

Kreyia's starting spell is Evacuate, which has some great applications. She can use it to escape death, teleporting back to base with nearby allied units if she or her army is about to be killed. It can also be used to teleport back to base to defend it. With Kreyia, you have the luxury of wandering around with all of your troops, because you can always jump back to base at a moment's notice to protect it. At Level 6, she gets Ice Comet, which does high elemental damage to an enemy unit. At Level 11, she gets Major Shielding, which is a great boon to her because it increases her health, armor, and resistances. At Level 16, Kreyia gets Bonds of Force, a spell that seriously slows down enemy units, making them easy to flee from or pick apart with long-ranged units.

Lady Kreyia is a difficult lord to use at early levels, but she gets more powerful as she advances. You must always micromanage her well, however, because she is so vulnerable to physical attacks.

LORD SKASS



Class: Necromancer

Race: Lksar

Health: 5,200

Mana: 1,800

Stamina: N/A

Damage Per Second: 150

Damage Type: Poison (Ranged)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistance: None

Arcane Resistances: 30% Elemental, 60% Poison

Special Abilities: Summon Dead, Siphon Life, Fear, Heart Flutter

Aura Name: Death Sign

Aura Effect: Improves allied resistance to damage, slows enemy attack rate.

Lord Skass is a vicious Lksar necromancer with a potent ranged attack. His attack does a lot of damage because it can hit ground and air targets, but he is extremely fragile. With such low health, Skass is highly vulnerable in battle, and if he is surrounded by enemy melee units, he has little chance of surviving. Never use him without a strong escort of Hammerskull Grunts and Sacrificial Healers.

Skass's aura improves allied resistances by 20 percent. He also decreases the damage of enemy units by slowing their attack speed. As a result, damage is reduced by about 16 percent.

NOTE

Skass's summoned skeleton starts with 83 damage, 30 speed, 25 percent piercing armor, 25 percent slashing armor, and 75 percent magic resistance. Its damage and health increase by 50 percent as the lord gains Levels 6, 11, and 16.

Skass's initial spell, Summon Dead, raises a skeleton to fight for Skass. The skeleton improves at Level 6, 11, 16. At Level 6, Skass also gains the Siphon Life spell, which lets him steal health from a single unit and add that health to his own. At Level 11, he gets Fear, which forces a single target to run away from the caster. Fear is useful for breaking up armies, but less so against ranged units, which can just shoot at Skass from far away. At Level 16, Skass gets Heart Flutter, which deals massive poison damage to targets and reduces their damage and resistances.

Skass is a difficult lord to use because he is so weak at low levels. At higher levels, he becomes very powerful. But always keep him well protected by melee and healing units.

LADY T'LAK



Class: Rogue

Race: Dark Elf

Health: 8,000

Mana: N/A

Stamina: 1,600

Damage Per Second: 221

Damage Type: Piercing (Melee)

Weapon Speed: 1.25

Movement Speed: 30

Armor Resistances: 50% Piercing, 25% Crushing, 25% Piercing

Arcane Resistance: 25% Poison

Special Abilities: Blinding Speed, Chaotic Stab, Apply Poison, Assassinate

Aura Name: Sway of the Ebon Hand

Aura Effects: Decreases enemy movement speed, reduces enemy resistances

Lady T'Lak is a stealthy Dark Elf lord. She possesses amazing strength but is not as durable as Lord Vekk or Lord Urth. She also does not have the same potential to deal mass damage as Lady Krey. But T'Lak has some great abilities of her own to recommend her.

Lady T'Lak deals more damage than any other Shadowrealm lord. And as she gains levels, her damage only increases. Her aura does not benefit your units. Like most Shadowrealm lords, her aura is a debuff against enemy units, slowing them and reducing their armor and resistances by 40 percent. This is actually a great boon and gives her units a nice advantage in battle. But the drawback is that T'Lak must be in the thick of battle, increasing her risk of dying in combat.

T'Lak starts with the Blinding Speed spell, which increases her attack speed, boosting her damage by 25 percent. At Level 6, she gets Chaotic Stab, a single melee attack against one unit that deals massive damage. At Level 11 she gains Apply Poison, which adds extra poison damage to her attack. Finally, at Level 16, she gains Assassinate, which lets her kill any single unit below her level with a single blow.

T'Lak is a good choice for a lord, but doesn't really come into her own until she gains some levels and gets more health. In the early game, she cannot survive many battles so you must manage her closely. Assign Sacrificial Healers to her to keep her alive. She cannot attack air units, which is another liability.

LORD URTT



Class: Warrior

Race: Ogre

Health: 10,000

Mana: N/A

Stamina: 2,000

Damage Per Second: 175

Damage Type: Slashing (Melee)

Weapon Speed: 1

Movement Speed: 30

Armor Resistances: 25% Piercing, 50% Slashing, 50% Crushing

Arcane Resistance: 25% Magic

Special Abilities: Taunt, Bind Wound, Defensive, Aggressive

Aura Name: Wizard Bane

Aura Effects: Increases allied attack speed, decreases enemy movement speed.

Lord Urtt is a powerful Ogre warrior. A burly lord with lots of health and a strong sword arm, he is the ideal candidate to lead an army of Hammerskull Grunts.

Lord Urtt's aura gives allied units a 25 percent increase to damage. The decrease to enemy movement is the same amount. This aura is a huge boon to your attacking army and is, by itself, worth choosing this lord. The aura gets even better as Lord Urtt advances to Levels 6, 11, and 16.

Lord Urtt is one of the more durable Shadowrealm lords, and you will want him if you expect a quick game with little opportunity to level up, like in the Lord of Levels multi-player game mode.

Urtt's Level 1 ability is Taunt, which forces enemies to attack him. Only use it if you have a healer to shore up his health. At Level 6, he gains Bind Wounds, a great special ability that can restore the entire health bar of a wounded unit. At Level 11, he gets the Defensive ability, which gives Lord Urtt near invulnerability to physical attacks but greatly reduces the damage he deals. At Level 16, Urtt gains the Aggressive ability, which does the exact opposite—amazing damage boost at the cost of Urtt's armor.

Lord Urtt is an excellent lord choice, and you will not go wrong with him. His only drawback is a less-than-useful starting ability, and no capability for attacking air units. But his high health, good damage, and good later abilities make him a good choice.

LORD VEKK



Class: Shadowknight
Race: Troll
Health: 9,200
Mana: 800
Stamina: N/A
Damage Per Second: 137
Damage Type: Slashing (Melee)
Weapon Speed: 2

Movement Speed: 36
Armor Resistances: 50% Piercing, 50% Slashing, 25% Crushing
Arcane Resistance: 25% Poison
Special Abilities: Harm Touch, Vampiric Embrace, Engulfing Darkness, Scream of Pain
Aura Name: Call of Skull Rock
Aura Effects: Speeds allied movement, slows enemy attack rate.

Lord Vekk is an incredibly tough lord who can withstand significant punishment. His aura also makes allied units faster and enemy units weaker in terms of damage potential. Units assigned to Vekk thus last longer in battle, much like their lord.

Vekk is not as strong as the other lords; in fact, he is the weakest at dealing damage. He is more of a meat shield and less of a terror in battle. He has special abilities, though, that make up for his lack of killing power.

At Level 1, he gets Harm Touch, which deals quite a lot of damage to a single target from range. At Level 6, he gets Vampiric Touch, which lets him heal hit points for every attack he makes. This serves to make him even more durable in battle. At Level 11, he gets Engulfing Darkness, which deals damage and slows its target. Finally, his Level 16 ability is Scream of Pain, which eliminates all armor for a single enemy unit. Scream of Pain requires some micromanagement, but can suddenly make an enemy unit easy for your melee and ranged units to kill.

Using Lord Vekk is very straightforward. You wade into battle with other melee units, and absorb damage while your other units, including spellcasters in the rear, take down the enemy. Assigning healers to Vekk makes him even harder to kill. While definitely not the most lethal lord, he is the toughest.

SHADOWREALM UNITS BROTHER OF NIGHT



Requires: Sparring Ground
Cost: 85 platinum
Build Time: 30 seconds
Class: Monk
Race: Iksar
Health: 1,125
Mana: N/A
Stamina: 800
Damage Per Hit: 100
Damage Type: Crushing (Melee)
Weapon Speed: 1.5

Movement Speed: 37
Armor Resistances: 25% Piercing, 50% Crushing
Arcane Resistance: 25% Magic
Special Ability: Instill Doubt
Upgrade Effect: Increases the amount of damage the Brother of Night inflicts to 123 and 146.
Knight Ability: Feign Death
Knight Aura: Scaled Shield
Aura Effect: Improves allied units' attack speed, decreases the enemy's damage.

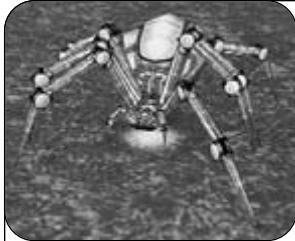
The Brothers of Night are an order of Iksar monks. They are melee units, but are different than the other early game Shadowrealm tanks, the Hammerskull Grunts.

Brothers of Night do more damage than the Hammerskull Grunt, but have less health and poorer armor. Their stronger attacks make them a good complement to your Shadowrealm army. Your melee force should consist of a mix of Grunts and Brothers of Night. The Grunts can soak up more damage, while the Brothers of Night give your army more punch. Go for a 50/50 ratio, or slightly more Grunts than Brothers.

Brothers of Night start with the Instill Doubt ability. It forces a single enemy unit to flee temporarily from the caster. It is useful against a large group of enemy melee units, breaking up the enemy ranks and thinning the opposition, even if for only a second. (Ranged units can simply fire from far range so Instill Doubt is less useful against them.) In some pitched battles, a several-second breather away from just one or two enemy units can mean the difference between victory and defeat. Still, the reason to add Brothers of Night to your army is their strong attack.

Upgrade your Brothers of Night when you get the opportunity. It improves their damage by +23 each time. Once knighted, a Brother of Night gains the Feign Death ability, which makes the knight unit fall down seemingly dead. However, in combat, Feign Death is not particularly useful, unless the enemy player is not watching the battle. In that case, you can Feign Death and the enemies will move off your knight and acquire a new target. A knighted Brother of Night's aura improves allied units' attack speed and decreases the enemy's damage.

CLOCKWORK SPIDER

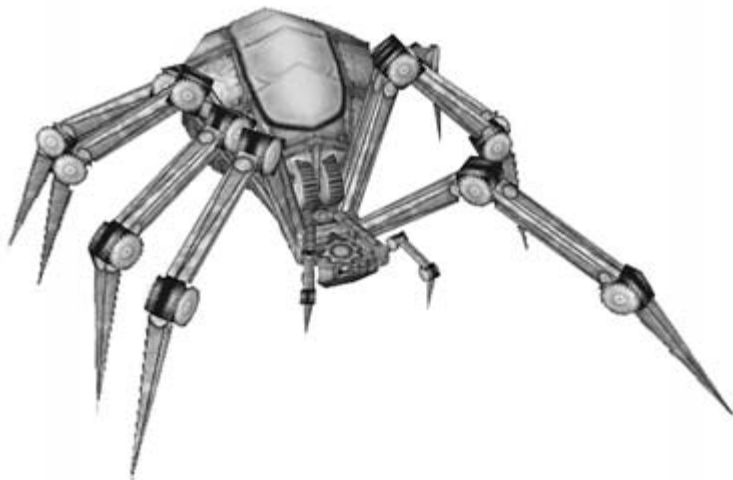


Requires: Stronghold
 Cost: 60 platinum
 Build Time: 20 seconds
 Class: Harvester
 Race: N/A
 Health: 1,500
 Mana: N/A
 Stamina: N/A
 Damage Per Hit: N/A
 Damage Type: N/A

Weapon Speed: N/A
 Movement Speed: 22
 Armor Resistances: 50% Piercing, 50% Slashing, 25% Crushing
 Arcane Resistance: None
 Special Ability: N/A
 Upgrade Effect: N/A
 Knight Ability: N/A
 Knight Aura: N/A
 Aura Effect: N/A

Clockwork Spiders are the Shadowrealm's platinum harvesters. They have no attack, but they do have fairly good physical armor. They are highly vulnerable to arcane damage, though. A little harder than the other factions' harvesters, Clockwork Spiders are still weak and easily destroyed by enemy units.

Clockwork Spiders count the same amount toward your population cap as any other unit, so do not build too many or you will not have room for more powerful units like T'Xol Mogri or The Wretched. A force of about six or seven Clockwork Spiders is ideal for your first mine. If you have a secondary mine, three is a good number there, for a total of nine or ten harvesters. If you have two mines, obviously, you will limit the number of harvesters on your first mine so that the total number does not exceed ten. They can only return platinum to a Stronghold or a Smelting Tower.



DARK RECRUITER



Requires: Stronghold
Cost: 100 platinum
Build Time: 40 seconds
Class: Recruiter
Race: Dark Elf
Health: 750
Mana: N/A
Stamina: N/A
Damage Per Hit: N/A
Damage Type: N/A

Weapon Speed: N/A
Movement Speed: 30
Armor Resistance: None
Arcane Resistance: None
Special Abilities: Recruit, Raise Lord
Upgrade Effect: Capture enemy buildings.
Knight Ability: N/A
Knight Aura: N/A
Aura Effect: N/A

Dark Recruiters are highly specialized units. They are used for two purposes: raising dead lords and knights and capturing enemy buildings.

Dark Recruiters are absolutely defenseless against attack. They have no armor or resistances. Only build them when your lord or knight dies and you need it raised. Always provide an escort for the Dark Recruiter on its way to resurrect a dead lord or knight. The Recruiter gives its own life for the lord or knight—it dies after resurrecting the unit. A raised lord or knight comes to life at 50 percent health.

If you research the Diplomacy upgrade, Dark Recruiters can also capture enemy buildings. It takes a long time, so do not do it in the middle of combat. The Recruiter also perishes after using the capturing ability, but the building then becomes yours.



DEFILER



Requires: Summoning Star
 Cost: 75 platinum
 Build Time: 40 seconds
 Class: Necromancer
 Race: Iksar
 Health: 6,750
 Mana: 900
 Stamina: N/A
 Damage Per Hit: 66
 Damage Type: Poison (Ranged)
 Weapon Speed: 1.5

Movement Speed: 30
 Armor Resistance: None
 Arcane Resistance: 75% Poison
 Special Ability: Cascading Darkness
 Upgrade Effect: Increases the speed at which Defilers regain lost health and mana.
 Knight Ability: Summon Dead
 Knight Aura: Glittering Fangs
 Aura Effect: Decreases enemy movement, increases allied mana regeneration.

Defilers are one of the three main spellcasters for the Shadowrealm. One of the Shadowrealm's strengths is its arcane damage units, and the Defilers deliver poison damage.

These Iksar necromancers are extremely fragile, with paltry health and virtually no armor and resistances. They will be cut down quickly by enemy melee and ranged units unless you escort them with strong melee units like Hammerskull Grunts. Never use these spellcasters alone.

Defilers do not deal a lot of damage and are weaker than both the Summoner and Frostbringer in terms of immediate damage. But thanks to their spell, Cascading Darkness, they can deal additional damage to an enemy unit over time. Cascading Darkness also slows a unit's movement speed. If you face an opponent with units that have no poison resistance, build lots of Defilers. If the opposing player does have high poison resistance, then abandon this unit.

When knighted, Defilers gain the Summon Dead spell, which lets them summon a skeleton to fight for them. The Defiler's aura decreases enemy movement and increases allied mana regeneration.

FROSTBRINGER



Requires: Blackfire Spire	Weapon Speed: 1.5
Cost: 75 platinum	Movement Speed: 30
Build Time: 40 seconds	Armor Resistance: None
Class: Wizard	Arcane Resistances: 50% Magic, 25% Elemental
Race: Gnome	Special Ability: Frost Storm
Health: 600	Upgrade Effect: Improves the speed at which Frostbringers regain lost mana.
Mana: 1,100	Knight Ability: Evacuate
Stamina: N/A	Knight Aura: Wasting
Damage Per Hit: 83	Aura Effect: Decreases enemy health regeneration and movement speed.
Damage Type: Elemental (Ranged)	

Frostbringers are among the most powerful Shadowrealm spellcasters. They deal elemental damage, and lots of it. They can also attack air units.

If you face enemies with no elemental resistance, then Frostbringers are ideal and provide awesome firepower to support your other troops in killing the enemy. Use them en masse; a group of 10 to 12 Frostbringers can destroy an enemy unit in a matter of seconds. To use your Frostbringers most effectively, send your front line of melee fighters with an attack move, then select your group of Frostbringers and focus fire on individual units. If the enemy does have elemental resistance, then use a different caster unit.

Frostbringers are fragile, with very little health and no physical armor. You must escort them with melee units, and provide a strong front line of Hammerskull Grunts or similar units to protect them.

Frostbringers have the Frost Storm spell, which is an area-effect attack that hits all nearby enemy units for elemental damage. It does about half the damage of the Frostbringer's normal attack, but the benefit is that it hurts all enemy units surrounding the Frostbringer. You can set it to autocast or cast it yourself to hurt melee units that close with it.

The Frostbringer's upgrades give it more mana, enabling it to cast Frost Storm more often, but otherwise they do not make the unit any better.

A knighted Frostbringer gains the Evacuate spell. This is a fantastic spell for base defense. It lets you teleport your Frostbringer knight and surrounding allied units back to your nearest Stronghold. Use it to save your knights, lord, and other units, or use it to jump quickly back to base to defend it. The knight's aura decreases enemy health regeneration and movement speed.

GOBLIN BLITZER



Requires: Balloon Works
 Cost: 90 platinum
 Build Time: 35 seconds
 Class: Warrior
 Race: Goblin
 Health: 975
 Mana: N/A
 Stamina: 700
 Damage Per Hit: 62
 Damage Type: Elemental (Ranged)
 Weapon Speed: 2

Movement Speed: 37
 Armor Resistance: 25% Crushing
 Arcane Resistances: 50% Magic, 25% Poison
 Special Ability: Flame Jet
 Upgrade Effects: Improves Goblin Blitzers' physical armor and increases the speed at which they regain lost health.
 Knight Ability: Taunt
 Knight Aura: Gub's Green Guardian
 Aura Effect: Increases allied armor and resistances, lowers enemy mana regeneration.

The Goblin Blitzer is the Shadowrealm's first air unit. You can get it fairly early if you rush up the tech tree. You should build an Ogre Barracks first, then a Thieves Guild, an Underworld Rift, and finally the Balloon Works. Blitzers deal elemental damage, so they are good against normal melee units. And because they are airborne, they are immune to damage from all ground forces except ranged units and casters. A Shadowrealm player can gain an easy victory if he encounters a player who only builds melee units. Often, if you get a force of six Goblin Blitzers early and rush the enemy player's base, you may win the game right then. You can at least seriously hinder the enemy's buildup. Moreover, your opponent might then focus on building ranged units and you can switch tactics and go with full melee troops.

However, Goblin Blitzers have low health and a fairly slow attack speed, so if the opponent is prepared and has a like number of spellcasters or ranged units, your Blitzers will probably lose. At that point, abandon the Blitzers, because they are too weak to stand up to a concerted counterattack by enemy ranged units.

Goblin Blitzers have the Flame Jet ability. It affects all enemy ground units in a small area but does much less damage than the Blitzer's normal attack.

If you do use Goblin Blitzers, make sure you research their upgrade, which gives them 50 percent piercing armor and faster health regeneration. Blitzers are best used in large groups to attack undefended expansions or to sneak up on an unprepared opponent. They also make good scouts because of their speed and ability to bypass most terrain.

By the late game, you will not use Goblin Blitzers unless your foe is clueless about defending against air units. Even if it is not viable to build Blitzers as part of an attack force (because the other player has ranged troops), build one or two for reconnaissance.

A Blitzer knight gains the Taunt ability. However, because of the Blitzer's low health and armor, it is not a very useful ability. The Blitzer knight's aura increases allied armor and resistances, and lowers enemy mana regeneration.

HAMMERSKULL GRUNT



Requires: Ogre Barracks

Cost: 80 platinum

Build Time: 25 seconds

Class: Warrior

Race: Ogre

Health: 1,200

Mana: N/A

Stamina: 1,000

Damage Per Hit: 75

Damage Type: Crushing (Melee)

Weapon Speed: 2

Movement Speed: 30

Armor Resistances: 25% Piercing, 50% Slashing, 25% Crushing

Arcane Resistance: 50% Elemental

Special Ability: Mighty Strike

Upgrade Effects: Improves the health of Grunts and boosts damage to 93, 112, and 131.

Knight Ability: Taunt

Knight Aura: Magus Slayer

Aura Effect: Increases allied resistances, decreases enemy mana regeneration rates.

Hammerskull Grunts are the backbone of any Shadowrealm army. They have good health, armor, and damage, and are both cheap and quick to build.

Your army should consist of 50 percent melee units, and of those, about two-thirds should be Hammerskull Grunts. Of course, this number is a general guideline, but the majority of your melee units should be Grunts. The only exception to this is if you are fighting enemy units with high crushing resistance. In that case, abandon Grunts and tech up to The Wretched.

Upgrade Grunts as soon as possible, since the upgrade boosts their health and damage. The health bump is very modest (under 10 percent per upgrade), but it gradually adds up. What is truly significant is the damage boost. Upgrades for the Hammerskull Grunt are absolutely essential, because with the third upgrade, they do 75 percent more damage, for 131 damage total.

Grunts start with the Mighty Strike ability, which lets them make a single strike for double damage. Set it to autocast and the Grunts will use it when they can.

A knighted Hammerskull Grunt gains the Taunt ability. It is useful for getting enemies to lay off weaker units like spellcasters and concentrate on the Grunt knight, but have healers around to keep it alive. The Grunt knight's aura increases allied resistances and decreases enemy mana regeneration rates.

MOGRI



Requires: Underworld Rift

Cost: 110 platinum

Build Time: 40 seconds

Class: Siege

Race: Beast

Health: 1,800

Mana: N/A

Stamina: 1,100

Damage Per Hit: 40

Damage Type: Crushing (Melee)

Weapon Speed: 2.5

Movement Speed: 30

Armor Resistance: N/A

Arcane Resistances: 50% Piercing, 25% Slashing, 75% Magic

Special Ability: Flurry

Upgrade Effect: Provides Mogri with a magical shield that damages enemies who attack it; has two levels.

Knight Ability: Wave of Demolition

Knight Aura: War Rage

Aura Effect: Increases allied movement and attack speeds.

The bestial Mogri are the Shadowrealm's siege units. Although the damage the Mogri deals is not insignificant, it is less than a Hammerskull Grunt's. So if you are building Mogri to fight other units, don't. Grunts and Brothers of Night are better against units. But Mogri shine against buildings. If you want to raze an enemy base, then Mogri are ideal. They deal roughly double damage to buildings. A group of six Mogri can demolish a base faster than a group of 12 Hammerskull Grunts. When you march into a base, bring along half a dozen Mogri when attacking an enemy town so you can quickly destroy defensive structures. And because they do decent damage against units and have a damage shield (with their upgrade), they are useful against the enemy's defenders too.

If you build Mogri, research their upgrade. It gives the Mogri a damage shield that harms any melee units that attack the Mogri. The upgrade has two levels. In combination with support units and the Mogri's own attacks, the damage shield can give you that edge to defeat the enemy's army.

Mogri begin with the Flurry special ability, which temporarily increases weapon speed. This translates into a +20 percent damage increase to 50. When you knight a Mogri, it gains the Wave of Demolition ability, which confers a damage bonus against buildings for all nearby friendly units. Use it when laying siege to a town. The knight's aura increases allied movement and attack speeds.

SACRIFICIAL HEALER



Requires: Sacrificial Altar
 Cost: 80 platinum
 Build Time: 30 seconds
 Class: Cleric
 Race: Dark Elf
 Health: 825
 Mana: 1,000
 Stamina: N/A
 Damage Per Hit: 53
 Damage Type: Slashing

Weapon Speed: 2
 Movement Speed: 30
 Armor Resistances: 25% Piercing, 50% Slashing, 25% Crushing
 Arcane Resistance: 25% Elemental
 Special Ability: Light Healing
 Upgrade Effect: Increases the amount of mana that Healers have to cast spells.
 Knight Ability: Heroic Bond
 Knight Aura: Bloodsong
 Aura Effect: Increases allied health regeneration, armor, and resistances

Sacrificial Healers are an essential component of any Shadowrealm army. They provide healing for all of your units. With Healers in your army, your units can last twice as long as they normally would. And in the long run, you will save lots of platinum by not having to buy new units.

Sacrificial Healers have a minor crushing attack, but you should not use them in the front lines of battle. The attack is simply a nice bonus. Healers do not heal as many hit points per casting as a Dawn Brotherhood Templar, but they are a little stronger in combat. Research their upgrade so that the Sacrificial Healer can heal more often, since each upgrade gives the unit more mana. With each upgrade, the Sacrificial Healer is able to cast Light Healing a few extra times.

Although not nearly as fragile as Shadowrealm spellcasters, Healers nevertheless should be kept behind your front line of melee units. They can engage in battle, and often, they will be key targets for the enemy. Realize this and micromanage your Healers, pulling them out of battle if they are near death. The enemy will be forced to choose between letting the unit live or chasing it and being attacked by your other units.

Once knighted, the Sacrificial Healer gains the Heroic Bond spell, which boosts the health and armor of allied units. Its aura increases allied health regeneration, armor, and resistances. The Sacrificial Healer is arguably the best knight option, and at least one of your knights should be promoted from the Healer ranks.

SUMMONER



Requires: Summoning Star	Weapon Speed: 1.5
Cost: 75 platinum	Movement Speed: 30
Build Time: 35 seconds	Armor Resistance: None
Class: Magician	Arcane Resistance: 75% Elemental
Race: Gnome	Special Ability: Malaise
Health: 637	Upgrade Effect: Improves the speed at which Frostbringers regain lost mana.
Mana: 1,000	Knight Ability: Greater Summoning
Stamina: N/A	Knight Aura: Shadowed Vigor
Damage Per Hit: 80	Aura Effect: Increases allied attack speed, reduces enemy armor and resistances.
Damage Type: Magic (Ranged)	

Summoners are the third type of spellcaster in the Shadowrealm's arsenal. They deal magical damage in numbers that can decimate enemy troops. Summoners are not as powerful as Frostbringers, but against units resistant to elemental damage, they are a smart choice and can easily assume the same role as the Frostbringers.

Summoners have the same weaknesses as the other casters: they have very low health, no physical armor, and need a strong melee escort to keep them alive.

Build Summoners if you face units with no resistance to magical attacks. If not, Summoners can still be a part of your army—albeit not a large part—since their spell still helps your other spellcasters. In those instances, build other casters in greater numbers and have Summoners support them. When using them, make sure you also organize them in a large group and focus their fire.

Summoners have the spell Malaise, which reduces the arcane resistances of enemy units. Use Summoners in conjunction with Frostbringers and T'Xol Mogri, since both deal high arcane damage.

If knighted, a Summoner gains the spell Greater Summoning, which calls a pet to serve the knight. It is a melee fighter that can be extra muscle or a meat shield. Its aura increases allied attack speed and reduces enemy armor and resistances.

THE WRETCHED



Requires: Nightkeep
Cost: 105 platinum
Build Time: 50 seconds
Class: Shadowknight

Race: Troll
Health: 2,250
Mana: 600
Stamina: N/A
Damage Per Hit: 80
Damage Type: Slashing (Melee)

Weapon Speed: 2
Movement Speed: 30
Armor Resistances: 25% Piercing, 75% Slashing, 50% Crushing
Arcane Resistance: None
Special Ability: Life Leech
Upgrade Effect: Gives The Wretched a chance to steal health from their enemies with each attack.
Knight Ability: Harm Touch
Knight Aura: Wake of Terror
Aura Effect: Decrease enemy movement speed and damage.

The Wretched are the most powerful melee unit in the Shadowrealm army. They are not actually stronger in terms of raw damage; in fact, fully upgraded Hammerskull Grunts do more damage. But The Wretched have more health, better armor, and deal slashing damage. They are extremely resistant to slashing attacks, so they are ideal for tackling the Dawn Brotherhood's main melee units: Highland Axemen, Kerran Cavalry, and Temple Knights.

Since The Wretched are shadowknights, they also have magic powers. They have the Life Leech ability, which deals damage to a target from range and heals The Wretched by the same amount. The attack deals slightly less damage than The Wretched's normal attack, but it has a slight cool down time so it cannot be cast repeatedly in quick succession.

The upgrade for The Wretched gives it the chance to steal health with each melee attack and heal its hit points. Each upgrade after that increases the chance of this happening. These abilities make The Wretched a hardy troop, and it works well in combination with fully upgraded Grunts to deliver a powerful one-two punch.

A knighted Wretched gains the Harm Touch ability, which deals a high level of damage to a single target. Its aura slows enemy units and reduces their damage.

TRICKSTER



Requires: Thieves Guild
 Cost: 80 platinum
 Build Time: 30 seconds
 Class: Rogue
 Race: Dark Elf
 Health: 975
 Mana: N/A
 Stamina: 500
 Damage Per Hit: 120
 Damage Type: Piercing (Melee)

Weapon Speed: 1.25
 Movement Speed: 30
 Armor Resistances: 75% Piercing, 25% Slashing
 Arcane Resistance: 25% Elemental
 Special Abilities: Sneak, Plague Trap
 Upgrade Effect: Grants Trickster a chance to deal poison damage with each attack.
 Knight Ability: Blinding Speed
 Knight Aura: Festering Lesions
 Aura Effect: Increases allied unit damage, decreases enemy health regeneration.

Tricksters are the Shadowrealm's assassins. They are cheap and deal massive damage. However, they are not meant to be at the forefront of battle, since they have low health and only good armor against piercing attacks. That makes them extremely strong against units with ranged attacks, such as Deadshot Archers, but does them no good in toe-to-toe slugfests with the melee units of all three factions.

Tricksters have two special abilities: Sneak and Plague Trap. Sneak lets the Trickster move around invisibly, escaping detection from enemy units. They are thus the best scouting units in the game. However, other stealth units and towers can spot hidden Tricksters.

Plague Trap lets the Trickster lay down a single trap. When triggered, it explodes and does mild damage over time to enemy units, as well as reducing their armor. The Trickster can only have one trap operating at a time, so if you want to lay many traps down in an area, you need multiple Tricksters.

You should not build too many Tricksters, since they die easily in pitched battle. But have a few to scout and provide extra punch in battle.

As knights, Tricksters gain the Blinding Speed spell, which greatly boosts their attack speed, improving damage by roughly 25 percent. The Trickster's aura decreases enemy health regeneration and increases allied unit damage.

T'XOL MOGRI



Requires: Temple of Hate

Cost: 150 platinum

Build Time: 45 seconds

Class: Siege

Race: Beast

Health: 1,500

Mana: 1,100

Stamina: N/A

Damage Per Hit: 48

Damage Type: Magic (Melee)

Weapon Speed: 2

Movement Speed: 22

Armor Resistance: None

Arcane Resistances: 50% Elemental, 25% Poison

Special Ability: Word of Passage

Upgrade Effect: Allows the T'Xol Mogri to deal additional damage across all six damage types.

Knight Ability: Wave of Demolition

Knight Aura: War Rage

Aura Effect: Increases allied movement and attack speed.

T'Xol Mogri are among the most powerful Shadowrealm units, and because they can fly, they are one of the most difficult units to kill. They have massive hit points and incredible mobility. Although they move slower than other units, they can fly over obstacles, and with their Word of Passage ability, they can teleport to any enemy base on the map.

T'Xol Mogri do not do that much damage to units, but they deal double the listed damage to buildings. Moreover, their attack is magical, which means few melee and archer units have resistance to it. Make sure you buy the T'Xol Mogri upgrade, which adds +10 to damage.

Some of the drawbacks of the T'Xol Mogri, besides its slow movement, are its high cost and slow build time. If you plan on using T'Xol Mogri, build two Temples of Hate so you can train them twice as fast. T'Xol Mogri are superior to Goblin Blitzers as air units, as they can also attack other air units. And because they are siege units, they can fly to the unguarded spots of a base and demolish enemy buildings in minutes.

T'Xol Mogri start with the Word of Passage spell. It lets them teleport to any enemy building. You do not need a current line of sight to the building; you just need to see it on the map. This is an incredibly powerful advantage. Just sneak a hidden Trickster into an enemy base and to the enemy Rallyhouse. Then teleport in with a group of 12 T'Xol Mogri and destroy it. Sweep through as many buildings as you can and fly away if you are attacked by massive ranged troops. These units are awesome at tearing apart bases.

T'Xol Mogri are very vulnerable to piercing damage from units such as Ballistae and Deadshot Archers. Do not engage these enemies unless you have superior numbers. Piercing units are the T'Xol Mogri's archenemies. Otherwise, T'Xol Mogri are great for killing melee units.

Once knighted, the T'Xol Mogri gains the Wave of Demolition spell, which grants allied units a damage bonus against buildings. Its aura increases allied movement and attack speed.

VENOM SPITTER



Requires: Balloon Works
 Cost: 125 platinum
 Build Time: 45 seconds
 Class: Shadowknight
 Race: Dark Elf
 Health: 1,800
 Mana: 650
 Stamina: N/A
 Damage Per Hit: 75/80
 Damage Type: Poison
 (Ranged)/Slashing

Weapon Speed: 4
 Movement Speed: 22/30
 Armor Resistances: 50% Piercing, 50% Slashing,
 50% Crushing/25% Piercing, 50% Slashing, 25% Crushing
 Arcane Resistances: None/50% Magic
 Special Ability: Siphon Strength
 Upgrade Effect: N/A
 Knight Ability: Harm Touch
 Knight Aura: Poison Cloud
 Aura Effect: Improves allied unit movement, lowers
 enemy attack rate.

Venom Spitters are among the most durable of all Shadowrealm units. They are ranged attackers that deal poison damage, and they can hit air units.

Venom Spitters are great support units to accompany your melee units. They can absorb lots of damage, and because of their good armor against all physical attacks, they can last a long time in battle. Their poison attack also causes good support damage from long range. Venom Spitters are a bit slow, though.

Venom Spitters are unique in that after they die, the rider dismounts and remains as a unit. The second set of stats applies to the dismounted Venom Spitter rider. A dismounted rider has 1,500 health, deals 80 damage, and has a 1.25 attack speed.

The Venom Spitter's special ability boosts its own attack strength by roughly 25 to 80 percent, by drawing strength from one enemy target. The effect only lasts a few seconds.



If knighted, a Venom Spitter gains the Harm Touch spell, which deals massive damage to one target. Its aura improves allied units' movement and decreases enemy attack rates.

DAWN BROTHERHOOD

The Dawn Brotherhood is the alliance between the Humans, Dwarves, Vah Shir, Kerran, Barbarians, and Erudites. In terms of brute strength, the Dawn Brotherhood is the strongest faction, with powerful melee and ranged units. But it also has some significant weaknesses. Its units are expensive, and many are only very lightly armored. The Dawn Brotherhood has no air units, making it vulnerable to attacks from the skies, and its spellcasters are extremely fragile.

It is important to remember that the Dawn Brotherhood is strongest near its base, where the buildings' auras provide some helpful bonuses to units (see Chapter 3: Structures, for the auras' effects). Additionally, numerous research upgrades are available to the Dawn Brotherhood, and many significantly increase units' armor and arcane resistances, strengthening units that are initially weak.

The Dawn Brotherhood is a powerful force, but it is also very vulnerable. Understanding the strengths and weaknesses of the units is vital if you hope to survive against the armies of the Eddar Alliance and the Shadowrealm.

DAWN BROTHERHOOD LORDS

LORD DUNGANNON



Class: Shaman
Race: Barbarian
Health: 7,200
Mana: 1,400
Stamina: N/A
Damage Per Hit: 187
Damage Type: Piercing
Weapon Speed: 1.5

Movement Speed: 30
Armor Resistances: 25% Slashing, 25% Crushing
Arcane Resistances: 25% Elemental, 50% Poison
Special Abilities: Spirit of Bih'Li, Blood of Nadox, Avatar, Tigr's Insects
Aura Name: Wolfbane
Aura Effect: Increases ally health regeneration, decreases enemy attack speed.

Lord DunGannon is a Barbarian shaman who does a good amount of piercing damage and has slight resistances against slashing, crushing, and elemental damage. His knowledge of healing gives him a slightly enhanced resistance to poison damage.

Lord DunGannon's Level 1 special ability, the Spirit of Bih'Li, increases the movement rate of all friendly units in its area of effect, and also slightly increases their damage output. His Level 6 special ability, the Blood of Nadox, reduces the duration of any harmful spells or effects that have affected the party. At Level 11, DunGannon gets the Avatar spell, which temporarily increases a single unit's damage and its resistance to all physical attacks. DunGannon can cast Tigr's Insects when he reaches Level 16, which causes a swarm of insects to slow the attack speed of all enemies within its radius. The Wolfbane aura also decreases the attack speed of enemies and increases the health regeneration rate of allied units.

LORD HUIGAR



Class: Paladin

Race: Dwarf

Health: 9,600

Mana: 1,000

Stamina: N/A

Damage Per Hit: 133

Damage Type: Slashing

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistances: 50% Piercing,
25% Slashing, 50% Crushing

Arcane Resistance: 25% Elemental

Special Abilities: Lay on Hands, Holy Might, Yaulp, Root

Aura Name: Holy Justice

Aura Effect: Increases ally health regeneration and
attack damage.

The Dwarven paladin Huigar has more health than any of the other Dawn Brotherhood lords, and his special abilities help to make, and keep, your units heartier too. His aura, Holy Justice, increases your units' health regeneration rate when they stand within its radius, and also boosts their attack damage.

His Level 1 ability, Lay on Hands, restores a large amount of a single unit's health. At Level 6, he receives Holy Might, which does a great deal of damage to a single enemy unit and temporarily paralyzes them in the process. His third special ability, granted at Level 11, adds 20 percent to his physical armor resistances and gives him a 40 percent bonus to his damage per second.

All in all, Lord Huigar is a solid choice to lead any army. He isn't a great fighter, but he has solid resistances and is difficult to kill. Moreover, the healing he provides, as well as the increased health regeneration given by his aura, is beneficial to all of your units.

LADY LEISEN



Class: Magician

Race: Erudite

Health: 4,800

Mana: 2,000

Stamina: N/A

Damage Per Hit: 180

Damage Type: Elemental (Ranged)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistance: N/A

Arcane Resistances: 25% Magical, 50% Elemental

Special Abilities: Greater Summoning, Rain of Lava, Burnout, Boon of Immolation

Aura Name: Fatal Flaw

Aura Effect: Increases friendly attack speed, decreases enemy resistances to physical attacks.

An Erudite magician, Lady Leisen is the most vulnerable of the Dawn Brotherhood lords. She has comparatively little health and no resistances at all to physical attacks. At Level 1 she receives the Greater Summoning ability, which conjures an elemental to fight by her side. The elemental is somewhat weak at first, doing 83 elemental damage per second but only having 50 percent resistance to elemental attacks. The elemental gets stronger along with Lady Leisen, gaining greatly increased damage when she reaches Level 6, Level 11, and Level 16.

At Level 6, Lady Leisen receives the Rain of Lava ability, which is an area-affect spell that deals elemental damage to all enemies in its target radius. At Level 11, she receives the Burnout ability, which briefly increases her elemental's damage and increases all of its physical damage resistances to 20 percent. At Level 16, Lady Leisen gains the Boon of Immolation spell, which creates a damage-inducing shield around all friendly units that are not affected by any resistances.

Lady Leisen's aura increases friendly units' attack rate and decreases enemy resistances to physical attacks. This aura, coupled with her ability to attack air units, makes her a good choice for the melee-intensive Dawn Brotherhood army—provided you can survive long enough to take advantage of her strengths. Lady Leisen is weakest in the early game, when her low health is a liability.

LORD PALASA



Class: Beastlord
Race: Vah Shir
Health: 6,400
Mana: 1,400
Stamina: N/A
Damage Per Hit: 167
Damage Type: Crushing
Weapon Speed: 1.5

Movement Speed: 36
Armor Resistances: 25% Piercing, 25% Slashing, 25% Crushing
Arcane Resistance: 25% Poison
Special Abilities: Summon Warder, Listless Power, Spirit of Scorpion, Paragon of Spirit
Aura Name: Fanderkhast's Wheel of Stars
Aura Effect: Increases both attack and movement speeds of friendly units.

Lord Palasa may not be as strong as Lady Sakti or as robust as Lord Huigar, but he is a powerful starting lord nonetheless. His first level Summon Warder ability allows him to summon a tiger—with a movement speed of 37, a starting damage per second of 83, and 50 percent piercing, 25 percent slashing, and 25 percent magic resistance—which amounts to a free melee unit right at the start of the game. The Warder ability increases when Palasa reaches Level 6, Level 11, and Level 16.

Palasa himself does decent crushing damage with his two clubs and has slight resistance to all forms of physical damage and poison. At Level 6, Palasa receives the Listless Power ability, which significantly decreases a single enemy target's physical damage resistances, as well as their own damage output. The Spirit of the Scorpion ability bestows poison damage to Palasa's Warder for a short period and is gained at Level 11. At Level 16, Lord Palasa can cast Paragon of Spirit, which restores some health and mana for all nearby units.

Lord Palasa's aura, Fanderkhast's Wheel of Stars, increases both allied units' movement and attack speeds, making Palasa an excellent choice if you are planning to use a large force of slow-moving and slow-firing siege units.

LADY SAKTI



Class: Monk
Race: Human
Health: 6,800
Mana: N/A
Stamina: 1,800
Damage Per Hit: 218
Damage Type: Crushing
Weapon Speed: 2

Movement Speed: 30
Armor Resistances: 25% Slashing, 25% Crushing, 25% Piercing
Arcane Resistance: 25% Magical
Special Abilities: Feign Death, Stone Stance, Resistant, Flying Kick
Aura Name: Dervish of Death
Aura Effect: Increases ally attack speed, decreases enemy damage.

Lady Sakti is a good, well-rounded lord. Her attacks deal more damage than any other Dawn Brotherhood lord, and she has some resistance to all forms of physical attack as well as slight resistance to magical damage. These resistances are further enhanced by the abilities she is granted as she gains levels. The Stone Stance ability, gained at Level 6, temporarily adds 30 percent to all armor resistances. The Resistant skill, awarded when she reaches Level 11, temporarily adds 40 percent to her arcane resistances.

Her other special abilities are Feign Death, which is gained at Level 1 and allows her to temporarily play dead to fool enemy troops, and Flying Kick, which is gained at Level 16 and does a massive amount of damage to a single target. Lady Sakti's aura increases the attack speed of friendly troops within its area of effect, and decreases the damage dealt by enemies nearby.



DAWN BROTHERHOOD UNITS

BALLISTA



Requires: Battleworks

Cost: 110 platinum

Build Time: 40 seconds

Class: Siege

Race: N/A

Health: 1,500

Mana: N/A

Stamina: 1,000

Damage Per Hit: 40

Damage Type: Piercing (Ranged)

Weapon Speed: 4

Movement Speed: 22

Armor Resistance: 50% Piercing

Arcane Resistances: 50% Poison, 50% Magical

Special Ability: Tinkerer's Touch

Upgrade Effects: Decreases reload time, improving damage per second to 50, 66, and 100.

Knight Ability: Wave of Demolition

Knight Aura: Counterpoint

Aura Effect: Increases movement and attack speeds.

The Ballista is both a ranged siege weapon and a powerful anti-air unit. The latter makes the Ballista a very important unit for the Dawn Brotherhood, because it's cheaper and quicker to build than Mahouts. Its siege ability is also an important factor, especially against the Shadowrealm and its Bone Piles.

The Ballista is trained at the Battleworks. Its most significant weakness is the amount of time it takes to reload between shots. The Gnomish Touch upgrades, researched at the Battleworks, decrease the time between shots, significantly enhancing the Ballista's combat abilities. As with all Dawn Brotherhood upgrades, research these upgrades as soon as it is financially viable.

Additionally, the Ballista starts with the Tinkerer's Touch special ability, which allows it to repair itself during battle. The Ballista is an important part of any Dawn Brotherhood army, but is especially vital against the Shadowrealm and its air superiority.

If knighted, Ballistae receive the Wave of Demolition ability, which temporarily increases the amount of damage nearby allies do to buildings. Their knight aura increases both movement and attack speeds for friendly units within its radius.

BLACKBLADE



Requires: Keep of Eyes, Battleworks

Cost: 100 platinum

Build Time: 40 seconds

Class: Rogue

Race: Dwarf

Health: 1,050

Mana: N/A

Stamina: 800

Damage Per Hit: 100

Damage Type: Piercing

Weapon Speed: 1.25

Movement Speed: 30

Armor Resistance: 25% Piercing, 50% Crushing

Arcane Resistance: 50% Poison

Special Ability: Backstab

Upgrade Effects: Reduces time between backstabs.

Knight Ability: Blinding Speed

Knight Aura: Twilight Strike

Aura Effect: Decreases enemy health regeneration, increases ally damage.

Blackblades are trained at the Keep of Eyes, but also require a Battleworks. They are lightly armored, and do not hold up long in close combat with standard melee troops. However, they are good support units. They do a significant amount of damage with their regular attack, and their Backstab ability does damage as well.

Because they are so vulnerable to both melee and arcane attacks, it is important that Blackblades are used only in a supporting role. Bring them into combat after your stronger forces have engaged the enemy, then take them out of battle as soon as they become targets.

The Timeless Stab upgrades, researched at the Keep of Eyes, reduce the time it takes for Blackblades to recover from a Backstab and perform another. Blackblade knights receive the Blinding Speed ability, which improves the attack speed of its target. Friendly units within the aura radius of a Blackblade knight find their damage increased, while foes find their health regeneration rate slowed.

BROTHER OF LIGHT



Requires: Lightfall Abbey,
 Phantasmal Pool
 Cost: 85 platinum
 Build Time: 30 seconds
 Class: Monk
 Race: Human
 Health: 1,275
 Mana: N/A
 Stamina: 900
 Damage Per Hit: 90
 Damage Type: Crushing

Weapon Speed: 2
 Movement Speed: 30
 Armor Resistances: 25% Slashing, 50% Crushing
 Arcane Resistance: 25% Elemental
 Special Ability: Mend
 Upgrade Effects: Increases damage per second to 109, 145, and 218.
 Knight Ability: Feign Death
 Knight Aura: The Raging Tide
 Aura Effect: Increases ally attack rate, decreases enemy damage.

The Brothers of Light are a sect of human monks who, in terms of pure damage, are the best melee units for the Dawn Brotherhood. Their strength comes at a price, however, as they are more expensive to build than Highland Axemen, have lower health, and have lower armor resistances than their Barbarian brothers-in-arms. So, although they are very powerful, they are best used as support units to send in after your primary tanks have engaged the enemy.

Brothers of Light are trained at the Lightfall Abbey, but also require a Phantasmal Pool. They become even more powerful with the Whistling Fists upgrades, which increase their attack rate. Brothers of Light also have the Mend special ability, which they can use to heal themselves.

Brothers of Light receive the Feign Death ability when knighted, allowing them to realistically simulate their own death so that the enemy will move on to other targets. Their knight aura increases nearby allies' damage, and slows enemy health regeneration.

DAWN RECRUITER



Requires: Rallyhouse
 Cost: 100 platinum
 Build Time: 40 seconds
 Class: Recruiter
 Race: Human
 Health: 750
 Mana: N/A
 Stamina: N/A
 Damage per Hit: N/A
 Damage Type: N/A

Weapon Speed: N/A
 Movement Speed: 30
 Armor Resistance: N/A
 Arcane Resistance: N/A
 Special Abilities: Recruit, Raise Lord
 Upgrade Effects: Capture enemy buildings
 Knight Ability: N/A
 Knight Aura: N/A
 Aura Effect: N/A

They have no attack ability and no armor or arcane resistances, and yet Dawn Recruiters are still a vital part of your army. Like all Recruiters, they are the only units who can resurrect a fallen lord. Because of their weakness, though, they require an escort if they hope to perform their duties.

Dawn Recruiters also have the ability to capture enemy buildings, but first you need to research the Diplomacy upgrade at the Rallyhouse. The Diplomacy upgrade requires both a Rallyhouse and a Lightfall Abbey.

DWARVEN STRIP MINER



Requires: Rallyhouse
 Cost: 60 platinum
 Build Time: 20 seconds
 Class: Harvester
 Race: Dwarf
 Health: 800
 Mana: N/A
 Stamina: N/A
 Damage Per Hit: N/A
 Damage Type: N/A

Weapon Speed: N/A
 Movement Speed: 26
 Armor Resistances: 25% Piercing, 25% Slashing
 Arcane Resistance: 50% Elemental
 Special Ability: N/A
 Upgrade Effects: N/A
 Knight Ability: N/A
 Knight Aura: N/A
 Aura Effect: N/A

The Dawn Brotherhood harvester unit is slow and can't attack, but it has some slight armor resistance that allows it to survive briefly if attacked. Dwarven Strip Miners occupy unit capacity slots. Though you want a large workforce, you don't want too many Strip Miners taking up valuable population space that could be better used for Mahouts or Temple Knights. A group of eight Dwarven Strip Miners is sufficient for all mines, as long as you have a Rallyhouse or Silo nearby.

ELEMENT MASTER



Requires: Phantasmal Pool,
Lightfall Abbey

Cost: 75 platinum

Build Time: 35 seconds

Class: Wizard

Race: Erudite

Health: 637

Mana: 1,100

Stamina: N/A

Damage Per Hit: 100

Damage Type: Elemental (Ranged)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistance: N/A

Arcane Resistances: 25% Magical, 50% Elemental

Special Ability: Eye of Zomm

Upgrade Effects: Increases mana regeneration.

Knight Ability: Evacuate

Knight Aura: Erud's Anchor

Aura Effect: Increases ally health regeneration, decreases enemy movement speed.

Element Masters are the heartier of the two Dawn Brotherhood spellcasters, by a very slight margin, because they have slightly better arcane resistances than Glamour Casters. They are vital to the Dawn Brotherhood in the early game, because Element Masters and Glamour Casters are the only ranged unit that you can build until Ballistae are available.

Element Masters are very weak, though, and require tanks to take damage for them while they cast. They have no armor resistances at all, and so must be kept back from your main force at all costs. When dealing with flying units, it is best to have plenty of healers on hand to keep the Element Masters alive while they are engaged.

Element Masters are built at the Phantasmal Pool, but also require a Lightfall Abbey. They can act as a good early scout unit, as their Eye of Zomm spell summons an invulnerable eye that zooms around the map for a short time. The Mental Clarity research upgrades increase the mana regeneration speed for Element Masters.

Element Master knights receive the Evacuate ability, which teleports all nearby allies to the nearest core building. Their aura reduces both movement speed and health regeneration rates for nearby enemies.

FLAME CASTER



Requires: Battleworks, Keep of Eyes

Cost: 120 platinum

Build Time: 45 seconds

Class: Siege

Race: N/A

Health: 1,800

Mana: N/A

Stamina: 1,000

Damage Per Hit: 40

Damage Type: Elemental
(Ranged, Area Effect)

Weapon Speed: 4

Movement Speed: 22

Armor Resistances: 25% Piercing, 25% Slashing

Arcane Resistances: 75% Elemental, 25% Poison

Special Ability: Rain of Fire

Upgrade Effects: Decreases reload time, increasing damage per second to 31, 41, and 62.

Knight Ability: Wave of Demolition

Knight Aura: Erud's Anchor

Aura Effect: Increases allied resistances and decreases nearby enemy attack damage.

The Flame Caster is a tremendously powerful siege unit because of its ability to damage all units near its target. It tosses large fireballs at the enemy, so it does a fair amount of damage to non-spellcasting units, which typically do not have much resistance to Elemental damage. The Flame Caster's special ability, Rain of Fire, allows it to fire three fireballs at once.

On the downside, the Flame Caster is slow, both in its reload time and in its movement. As with the Ballistae, the Gnomish Touch upgrades reduce its reload time, making it incrementally more powerful. It benefits greatly from the influence of a lord who increases speed, like Lord Palasa, who boosts both attack and movement speed.

The Flame Caster receives the same benefits of knighthood as the Ballistae. The Wave of Demolition ability temporarily increases the damage versus buildings for friendly units in its area of affect, and its knight aura increases the movement and attack speeds of nearby units.

GLAMOUR CASTER



Requires: Phantasmal Pool

Cost: 75 platinum

Build Time: 35 seconds

Class: Enchanter

Race: Erudite

Health: 675

Mana: 1,000

Stamina: N/A

Damage Per Hit: 66

Damage Type: Magical (Ranged)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistance: N/A

Arcane Resistance: 75% Magical, 0% Elemental

Special Ability: Enthral

Upgrade Effects: Increases mana regeneration rate.

Knight Ability: Clarity

Knight Aura: Arcane

Aura Effect: Increases ally mana regeneration, decreases enemy armor and resistances.

Though slightly less resistant than their Element Master counterparts, these spellcasters are nonetheless vital additions to the Dawn Brotherhood army, especially in the early game. Dealing ranged magical damage, they are essential for taking on flying beasts and units until you can gather the platinum to build Ballistae or Mahouts.

Additionally, Glamour Casters have the Enthral ability, which temporarily stuns a single target. Glamour Casters must be protected at all costs, however, because they have very little health and are only resistant to magical damage. As with Element Masters, the Mental Clarity upgrades increase the mana regeneration rate for Glamour Casters.

When knighted, Glamour Casters receive the Clarity spell, which increases an ally's mana regeneration rate. Their Arcane aura does the same for all nearby friendly units, and also reduces enemy armor and arcane resistances.



HIGHLAND AXEMAN



Requires: Guildhall
 Cost: 85 platinum
 Build Time: 25 seconds
 Class: Warrior
 Race: Barbarian
 Health: 1,350
 Mana: N/A
 Stamina: 900
 Damage Per Hit: 60
 Damage Type: Slashing

Weapon Speed: 2
 Movement Speed: 30
 Armor Resistances: 50% Piercing, 25% Slashing, 50% Crushing
 Arcane Resistance: 25% Magical
 Special Ability: Precision
 Upgrade Effects: Increases damage per second to 75, 90, and 105.
 Knight Ability: Taunt
 Knight Aura: Ice Clad
 Aura Effect: Decreases enemy mana regeneration, increases ally armor and arcane resistances.

The Highland Axeman is the backbone of the Dawn Brotherhood military force. Able to dish out and take a fair amount of damage, the Axeman is your go-to Barbarian for the front lines of your army. They do not do as much damage as Brothers of Light, but they have more health and better resistances.

Because the Axeman is your basic melee unit, you should amass a large force of them early on. They have good crushing and piercing resistance, and some slashing resistance as well, making them fairly strong in the face of most other melee units. Their Precision ability allows them to perform a strike that does full damage, regardless of the target's resistance to slashing damage. The Spirit of the Highlands upgrades increase the amount of damage the Axemen do with each strike.

Highland Axeman knights receive the Taunt ability, which causes nearby enemy units to target them. This is a good way to protect weaker units who are being attacked. Their Ice Clad aura slows enemy mana regeneration and increases the arcane and armor resistances of nearby allies.

INFILTRATOR



Requires: Keep of Eyes
 Cost: 80 platinum
 Build Time: 30 seconds
 Class: Rogue
 Race: Human
 Health: 975
 Mana: N/A
 Stamina: 500
 Damage Per Hit: 120
 Damage Type: Piercing

Weapon Speed: 1.25
 Movement Speed: 30
 Armor Resistances: 50% Slashing, 25% Crushing
 Arcane Resistance: 50% Elemental
 Special Abilities: Lava Trap, Sneak
 Upgrade Effects: Increases damage per second to 125 and 164.
 Knight Ability: Blinding Speed
 Knight Aura: Hand of Vengeance
 Aura Effect: Decreases enemy health regeneration and increases ally damage.

The Infiltrator is the Dawn Brotherhood stealth unit, able to scout enemy locations while remaining unseen. Though their limited health often means death if they are discovered, knowing where the enemy is and what forces they are amassing is worth far more than the life of a single unit.

Infiltrators can also set lava traps, which is an effective way of weakening the enemy as they approach key locations. Note that each Infiltrator can only have one trap active at a time.

Researching the Swiftiness upgrades at the Keep of Eyes increases the Infiltrator's attack rate. When knighted, Infiltrators receive the Blinding Speed ability, which increases the attack rate of a single target. Their knight aura slows enemy health regeneration and increases the damage of allies.



KERRAN CAVALRY

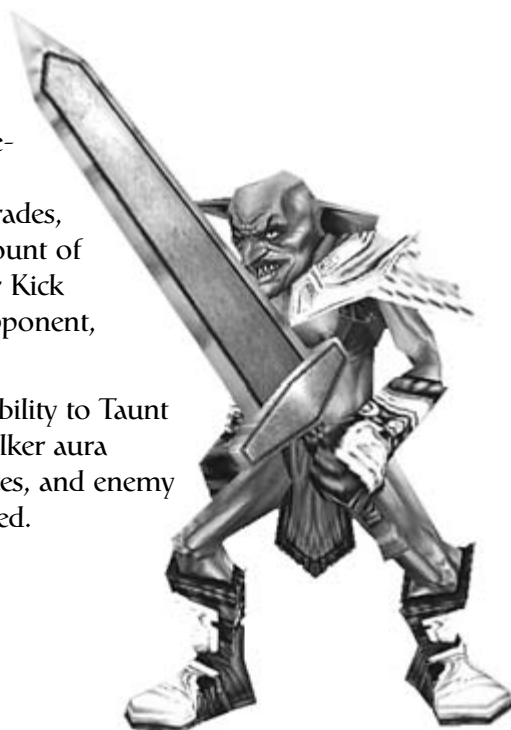


Requires: Beastlord Hold
 Cost: 90 platinum
 Build Time: 40 seconds
 Class: Warrior
 Race: Kerran
 Health: 1,500
 Mana: N/A
 Stamina: 700
 Damage Per Hit: 72
 Damage Type: Slashing

Weapon Speed: 1.25
 Movement Speed: 44
 Armor Resistances: 25% Piercing, 25% Slashing, 50% Crushing
 Arcane Resistance: 50% Magical
 Special Ability: Kick
 Upgrade Effects: Increases damage per second to 92, 112, and 133.
 Knight Ability: Taunt
 Knight Aura: Preystalker
 Aura Effect: Increases ally armor and arcane resistances, decreases enemy mana regeneration.

Kerran Cavalry are fast-moving mounted units that are great for scouting. They are almost as hearty as Highland Axemen, with slightly less piercing resistance, but they are slightly more expensive and take more time to train. Ideal as late-game melee units, the Kerran Cavalry deal a lot of damage at high speed. The Sharpening Stone upgrades, researched at the Beastlord Hold, increase the amount of damage Kerran Cavalry do with each hit, and their Kick ability causes their mount to rear up and hit an opponent, temporarily stunning the target.

Kerran Cavalry knights, like Axemen, receive the ability to Taunt nearby enemies. Friendly units within their Preystalker aura receive a boost to both armor and arcane resistances, and enemy spellcasters find their mana regeneration rate slowed.



MAHOUT



Requires: Beastlord Hold, Battleworks

Cost: 120 platinum

Build Time: 50 seconds

Class: Beastlord

Race: Kerran

Health: 3,000

Mana: 600

Stamina: N/A

Damage Per Hit: 83

Damage Type: Piercing (Ranged)

Weapon Speed: 3

Movement Speed: 22

Armor Resistance: 75% Crushing

Arcane Resistance: 25% Poison

Special Ability: Drowsy

Upgrade Effects: Adds a damage-inducing shield.

Knight Ability: Summon Warder

Knight Aura: Timid Heart

Aura Effect: Decreases enemy attack speed and damage.

The Mahout is a Kerran on an elephant mount. Mahouts are expensive, slow to build, and require both a Beastlord Hold and a Battleworks to train. But the high cost is worth it: These huge, lumbering ranged units are the Dawn Brotherhood's single best hope against an air attack.

Because of their hearty mounts they have a very high health (higher than most lords), but while they have resistance to crushing and poison damage they are vulnerable to all other damage types. They also do a great amount of piercing damage with every hit. Mahouts also have the ability to cast Drowsy, which reduces the attack speed of a single enemy. However, Mahouts are very slow moving, and the time it takes to meet their prerequisites means they are not available until late in the game.

All enemies in the vicinity of a knighted Mahout find both their attack speed and their damage reduced. This makes the Mahout a good candidate for knighthood. Knighted Mahouts also receive the Summon Warder ability, which summons an animal to fight at their side. This beast has 50 percent piercing resistance, 25 percent slashing resistance, a movement speed of 37, and does 83 damage per second.

SPIRIT TALKER



Requires: Grove of the Tribunal

Cost: 80 platinum

Build Time: 30 seconds

Class: Shaman

Race: Barbarian

Health: 1,200

Mana: 2,000

Stamina: N/A

Damage Per Hit: 60

Damage Type: Piercing

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistances: 25% Slashing, 25% Crushing

Arcane Resistance: 75% Poison

Special Ability: Talisman of Tnarg

Upgrade Effects: Each level adds 25% to piercing and crushing armor resistance.

Knight Ability: Spirit of Bih'Li

Knight Aura: Misery

Aura Effect: Decreases enemy health regeneration and attack speed.

Not so much healers as health enhancers, Spirit Talkers have the Talisman of Tnarg ability, which increases the health of a single target. They should not be used in place of Templars—the Dawn Brotherhood's primary healing unit. Spirit Talkers are best used in conjunction with Templars, adding a bit of extra life to your frontline units while your Templars keep them healthy. Spirit Talkers are better fighters, and have better armor resistances, than Templars.

In fact, Spirit Talkers are among the more resistant Dawn Brotherhood units, especially with the Keen Conscious upgrades, which adds 25 percent to both piercing and crushing resistance with each upgrade level. This is especially significant for crushing damage, because with the third Keen Conscious upgrade Spirit Talkers become completely immune to crushing blows.

Knighted Spirit Talkers can cast the Spirit of Bih'Li, which temporarily increases the movement and attack speed of nearby friendly units. Their knight aura reduces enemy health regeneration and attack speed.

TEMPLAR



Requires: Lightfall Abbey
 Cost: 85 platinum
 Build Time: 35 seconds
 Class: Cleric
 Race: Dwarf
 Health: 900
 Mana: 1,000
 Stamina: N/A
 Damage Per Hit: 40
 Damage Type: Crushing
 Weapon Speed: 1.25

Movement Speed: 30
 Armor Resistances: 25% Piercing, 50% Slashing, 25% Crushing
 Arcane Resistance: 25% Poison
 Special Ability: Celestial Healing
 Upgrade Effects: Each level adds 25% to magical and elemental resistance.
 Knight Ability: Heroic Bond
 Knight Aura: The Shield of Brell
 Aura Effect: Increases ally health regeneration, as well as armor and arcane resistances.

Along with Axemen, Templars should be among the most prominent members of your army. Though they are not good fighters, they have good resistances to physical damage. Templars become even stronger with the Touch of Light upgrades, which increase their resistances to magical and elemental damage, adding 25 percent with each research level.

Most importantly, Templars are great healers, and a few Templars can keep a troop of melee units on their feet and fighting for long periods of time. They are essential when fighting air units in the early game, because your casters are cut down quickly without the benefit of healing. Templar importance cannot be stressed enough. Have at least three in your army at all times, and more if you're storming an enemy base.

Templars are also great candidates for knighthood. Their aura speeds health regeneration for all allied units in their radius, and their Heroic Bond special ability increases the health and both physical and arcane resistances for all nearby units.

TEMPLE KNIGHT



Requires: Dawn Spire
 Cost: 110 platinum
 Build Time: 50 seconds
 Class: Paladin
 Race: Human
 Health: 2,100
 Mana: 600
 Stamina: N/A
 Damage Per Hit: 75
 Damage Type: Slashing

Weapon Speed: 1
 Movement Speed: 30
 Armor Resistances: 50% Piercing, 75% Slashing, 25% Crushing
 Arcane Resistance: N/A
 Special Ability: Symbol of Transal
 Upgrade Effects: Increases chance of stunning attack.
 Knight Ability: Lay on Hands
 Knight Aura: Morning Glory
 Aura Effect: Increases ally health regeneration and damage.

Temple Knights are expensive, but worth every platinum piece. The crown of the Dawn Brotherhood army, the Temple Knight does a significant amount of damage with each attack, has resistances to all physical attacks, and can boost the health of nearby allies with his Symbol of Transal ability. Temple Knights also have a chance of stunning enemy units with every successful attack, and this chance is increased with the Awestruck upgrades researched at the Dawn Spire.

Like Mahouts, Temple Knights are both expensive and slow to build, and require a pricey climb up the build tree. But also like Mahouts, they are a great addition to your late-game army. A good-sized force of Temple Knights can decimate enemy ground forces.

When granted knighthood, Temple Knights receive the Lay on Hands ability, which restores a great deal of health to a single unit. Some units, such as Templars and Glamour Casters, can have their entire health bar refilled with one Temple Knight's Lay on Hands casting. Their Morning Glory aura speeds the health regeneration of nearby units, as well as increasing their damage.

ELDDAR ALLIANCE

The ancient Elves, their kin, and their allies make up the Eddar Alliance. The High Elves, Wood Elves, Half-Elves, Halflings, and Frogloks are united in their zeal to protect nature and their people from the depredations of the Shadowrealm.

The Eddar Alliance is perhaps the most difficult faction to play, but if you master them, they prove to be a strong conglomerate.

The Alliance has strong ranged attacks, good melee, flying units, excellent scouting, and decent siege capabilities. They lack the melee toughness of the other two factions, but make up for it with their aforementioned strengths. But most of their units tend to be fragile, with health that is lower across-the-board than that of analogous units from the other factions. The Alliance tends to have more ranged units and siege units than the other factions, which puts the onus on their melee units to hold off the other factions' crushing forces during pitched battles.

Another weakness the Eddar Alliance has is its lack of a dedicated healer. The faction does have healing, but to be truly effective it needs many healing units.

When playing the Eddar Alliance, it is important to note that the units are meant to be complementary to one another. More so than the other factions, when playing the Eddar Alliance, you need to have ample support units to beef up the front line troops. Eddar Alliance units are a little weaker than the other factions' units at the start. But with the right spell improvements, the Eddar army becomes a stronger whole.



ELDDAR ALLIANCE LORDS

LADY AIENDU



Class: Enchanter

Race: High Elf

Health: 4,000

Mana: 2,200

Stamina: N/A

Damage Per Hit: 165

Damage Type: Magical (Ranged)

Weapon Speed: 2

Movement Speed: 30

Armor Resistance: None

Arcane Resistances: 50% Magic, 25% Poison

Special Abilities: Gift of Pure Thought, Color Shift, Group Invigor, Wind of Tishani

Aura Name: Ward of the Forest

Aura Effects: Slows enemy attack speed, reduces enemy attack damage

Lady Aiendu is one of three spellcasting Eddar Alliance lords. Like the others, she is very fragile in battle. She cannot withstand too much damage and should not be placed in the thick of melee fighting. If she is surrounded, you need to retreat. Do not let her get into such a situation in the first place. Always have a vanguard of melee units in front of her, and assign multiple Forest Avatars to the army so that she can benefit from multiple castings of their healing spell.

Lady Aiendu deals a good amount of damage from range and can attack air units, but she is really meant as a support lord. Her spells are not immediately effective. Lady Aiendu cannot hurl spells to destroy units or summon pets. Rather, her spells enhance your existing units, instead of directly influencing battles on their own. Thus, to realize her full potential, you need to be a good unit micromanager. It also means that losing Lady Aiendu is absolutely devastating. Keep her alive so her spells and aura can affect the outcome of battle. She is most effective when combined with massed spellcasters.

This lord's first spell is Gift of Pure Thought, which increases mana regeneration of all nearby allied units. At Level 6, she gets Color Shift, a spell that stuns nearby units. Stunned units cannot move or attack. Upon achieving Level 11, Lady Aiendu gets Group Invigor, which improves the stamina regeneration of allied units. This lets non-spellcasters, such as monks and bards, use their special abilities more often. Her final spell is Wind of Tishani, a spell that reduces the enemy units' magical resistance.

Ultimately, Lady Aiendu is a good lord if you know how to use her. Her aura is amazing, as it has a double negative effect on enemy units. Their attack speed is reduced and their damage is reduced, resulting in roughly a 33 percent reduction in damage at Level 1, a 44 percent reduction at Level 6, and so on. This is a tremendous boon in battle. But do not use Lady Aiendu if you are not proficient in using spellcasters, or if you anticipate a short battle with lots of melee fighting.

LADY BRIANA



Class: Bard
 Race: Half-Elf
 Health: 3,400
 Mana: N/A
 Stamina: 1,200
 Damage Per Hit: 150
 Damage Type: Slashing (Melee)
 Weapon Speed: 1.5

Movement Speed: 30
 Armor Resistances: 30% Piercing, 30% Slashing, 30% Crushing
 Arcane Resistance: 60% Magic
 Special Abilities: Selo's Accelerando, Denon's Dissension, Battlecry of the Kerrans, Hymn of Restoration
 Aura Name: Lifesong
 Aura Effects: Improves allied resistances, slows enemy movement.

Lady Briana is a hybrid-type lord, with good combat prowess and some strong special abilities. She does not really come into her own until she achieves higher levels, though. As a melee unit, she is quite good with a strong attack and excellent health. Health, of course, is relative. She is among the sturdiest of Elddar lords, but is still weaker than the highest-health Dawn Brotherhood or Shadowrealm lord.

Lady Briana has excellent abilities, but they are not ones that can immediately affect the battle, such as attack spells or healing spells. But like Lady Aiendu, her abilities enhance your units to greater power levels.

At Level 1, Briana can cast Selo's Accelerando. This ability is not useful in battle, so you will work on gaining enough experience to get to Level 6. At that level, you get Denon's Dissension, which saps mana from enemy units, making spellcasting lords and units less able to cast their spells. At Level 11, Briana gets Battlecry of the Kerrans, which gives all friendly units an attack speed boost. This is a great advantage, and can turn your army into a killing machine. Finally, Level 16 grants her the Hymn of Restoration, which increases the speed of allied unit health regeneration.

Lady Briana's best abilities are her last two. Because her first two spells are not immediately helpful in combat, rush her to higher levels to gain her best benefits. In games that will not last long, or if you do not think you can realistically reach those higher levels, then you might be better off choosing a different lord.

Lady Briana's aura is not as immediately useful as, say, Lady Aiendu's. To get the most out of this aura, you need to face enemy spellcasters, which is not always guaranteed. But should you face spellcasters, your units will be nearly invulnerable to arcane damage. They will be better equipped to slaughter powerful spellcasting units.

LORD DULYAN



Class: Druid
Race: Halfling
Health: 6,000
Mana: 1,800
Stamina: N/A
Damage Per Hit: 180
Damage Type: Slashing (Melee)
Weapon Speed: 2

Movement Speed: 37
Armor Resistances: 25% Piercing, 25% Crushing
Arcane Resistance: 50% Elemental
Special Abilities: Entrapping Roots, Succor, Circle of Season, Firestrike
Aura Name: Halo of Haste
Aura Effects: Increases allied attack speed, reduces enemy resistances.

Lord Dulyan is an excellent all-around lord for the Elddar Alliance. Unlike Lady Briana and Lady Aiendu, Dulyan is immediately useful, with a good aura, useful spells, and decent stats.

Use Dulyan as a melee unit, but be very cautious. He cannot withstand much damage. But he has a powerful attack, and with enough Forest Avatars, can be a potent force.

Dulyan's Level 1 spell is Entrapping Roots. This spell is great for stopping fleeing lords. You can also use it to root enemy spellcasters and ranged units in place so you can lure melee units away and fight beyond the shadow of their support fire. It will divide and conquer enemy armies, but requires supreme micromanagement skills. At Level 6, he gets the spell Succor. This fantastic spell teleports Dulyan and nearby troops to the nearest base. It is great for escaping ambushes and extricating yourself from a losing situation. You can also use it to teleport back to base to defend it from a surprise attack. At Level 11, Dulyan's spell is Circle of Seasons, which is only useful if the enemy player is using masses of spellcasters. At Level 16, you gain Firestrike, a high-damage spell against a single target. Like Entrapping Roots, its application can affect the outcome of battle.

Lord Dulyan's aura is good, although perhaps not as potent as Lady Aiendu's. It makes your units more damaging, but proves doubly effective for your spellcasters, since it reduces resistances for enemy units.

LORD GULT



Class: Cleric
 Race: Froglok
 Health: 7,600
 Mana: 1,600
 Stamina: N/A
 Damage Per Hit: 160
 Damage Type: Crushing (Melee)
 Weapon Speed: 1.5
 Movement Speed: 30

Armor Resistances: 25% Piercing, 50% Slashing, 25% Crushing
 Arcane Resistance: 50% Magic
 Special Abilities: Heroic Bond, Superior Healing, Smite, Word of Health
 Aura Name: Swampborn
 Aura Effects: Improves allied attack damage, decreases enemy movement speed

Lord Gult could be the Eddar Alliance's best lord. He has decent health, good armor, a nice aura, and excellent spells.

Lord Gult is a good balance between Lady Aiendu and Lord Dulyan. He is a decent melee attacker, but is still vulnerable in combat. You will need Forest Avatars to keep him alive. But Gult also has a good aura and fantastic spells to make your units much stronger and more durable.

Gult's first spell, Heroic Bond, is perhaps the best Level 1 spell available to the Eddar Alliance. It improves the armor of your units and boosts their health, making them much hardier. Always cast it before entering battle. At Level 6, he gets Superior Healing, another spell that keeps your units alive longer, greatly enhancing their staying power. With a combination of Forest Avatars, the Heroic Bond spell, and Superior Healing, you can eliminate the Eddar units' traditional fragility, turning them into great troops. At Level 11, Lord Gult gets a direct attack spell that does high damage to one unit. Use this from range after casting Heroic Bond, but do not be too liberal with its use. You want to reserve mana for healing. At Level 16, he gets Word of Health, which is a mass healing spell and again makes your units that much harder to kill.

With his great healing spells and buffs, Lord Gult is an excellent lord. And he always makes your units stronger, thanks to his aura.

LORD KADIAN



Class: Ranger

Race: Wood Elf

Health: 8,800

Mana: 1,200

Stamina: N/A

Damage Per Hit: 210

Damage Type: Piercing (Ranged)

Weapon Speed: 2

Movement Speed: 30

Armor Resistances: 25% Piercing, 25% Slashing,
25% Crushing

Arcane Resistance: 50% Elemental

Special Abilities: Track, Ensnare, Trueshot, Strength of Earth

Aura Name: Tunare's Gift

Aura Effects: Improves allied resistances, improves allied
attack damage.

Lord Kadian is the strongest lord in terms of battle strength, and fittingly, he is a ranged unit. This gives him the advantages of attacking from afar hitting air units, but it also means he has less health than the strongest lords of the other factions, and thus is not quite able to occupy the tank role. (In fact, no lord in the Eddar Alliance can be a meat shield or front-line battler.) Lord Kadian is the toughest Eddar lord, and he has to stay in the back.

When using Lord Kadian, assign him to the same group as your Deadshot Archers so they can concentrate fire on enemy units. Make sure you have Gaz Warriors and Forest Avatars up front to absorb damage and delay attackers. This strategy is recommended for all Eddar lords, but we reiterate it for Lord Kadian in case players forget that he is delicate enough to warrant special protection.

Lord Kadian's aura is excellent, making your units stronger and more resistant to damage.

Track, your first ability, is good for reconnaissance. Use it for scouting and to set up Treant attacks beyond their sight range. However, it has no application in a battle. At Level 6, Lord Kadian gets Ensnare, which severely limits the movement of a single unit. Use it to escape from particularly strong units or stop fleeing lords. At Level 11, Kadian learns Trueshot, which boosts the lord's already powerful bow attack. Finally, at Level 16, he gains Strength of Earth, an ability that greatly boosts a single allied unit's damage.

ELDDAR ALLIANCE UNITS

BEGUILER



Requires: Lorekeeper's Haven
 Cost: 85 platinum
 Build Time: 35 seconds
 Class: Enchanter
 Race: High Elf
 Health: 600
 Mana: 1,200
 Stamina: N/A
 Damage Per Hit: 66
 Damage Type: Magic (Ranged)
 Weapon Speed: 1.5

Movement Speed: 30
 Armor Resistance: None
 Arcane Resistances: 50% Magic, 25% Elemental
 Special Abilities: Aanya's Quickening
 Upgrade Effect: Improves the rate at which Beguilers regain lost mana.
 Knight Ability: Gift of Pure Thought
 Knight Aura: Fildin's Spectral Ring
 Aura Effects: Increases attack speed of allied units, lowers enemy resistances.

Beguilers are wonderful support units. They are not meant to be built for their ranged attack—that's what Deadshot Archers are for. These spellcasters should be added to your army for their great spell. Keep Beguilers in the back of your army, near your Deadshot Archers. While your melee units engage the enemy, control your Beguilers and other ranged units and focus fire on enemy units to help your melee units.

Beguilers are weak in actual battle, because of their low health and poor armor. In fact, they are among the weakest of all Eddar units. So never use them except in large numbers and never send them out without melee escorts.

The Beguilers' spell, Aanya's Quickening, is quite useful in battle, as it increases the attack speed of a friendly unit, resulting in an increase of +25 percent to damage. Having five or six Beguilers can thus really benefit your units. They are great support troops that significantly buff up your units.

Keep in mind that Beguilers are so weak they drop quickly if swarmed by enemy melee units.

When knighted, Beguilers gain the Gift of Pure Thought ability, which greatly improves the mana regeneration of friendly units. Their aura is great for further improving the damage of allied units.

BIXIE HARVESTER



Requires: Alliance Outpost
Cost: 60 platinum
Build Time: 20 seconds
Class: Harvester
Race: Bixie
Health: 400
Mana: N/A
Stamina: N/A
Damage Per Hit: N/A
Damage Type: N/A

Weapon Speed: N/A
Movement Speed: 30
Armor Resistance: None
Arcane Resistances: 25% Magic, 50% Poison
Special Abilities: N/A
Upgrade Effects: N/A
Knight Abilities: N/A
Knight Aura: N/A
Aura Effect: N/A

Bixie Harvesters are the platinum harvesters for the Eddar Alliance. Like the other harvesters, they have no attack and no armor, so they are incredibly vulnerable to attack.

Bixie Harvesters count toward your population cap, so do not build too many. A total of four to six per platinum mine, or eight to ten for two mines, is best.

BURGLAR OF TOHL



Requires: Siegeworks
Cost: 80 platinum
Build Time: 30 seconds
Class: Rogue
Race: Halfling
Health: 975
Mana: N/A
Stamina: 500
Damage Per Hit: 120
Damage Type: Piercing (Melee)

Weapon Speed: 1.25
Movement Speed: 30
Armor Resistances: 25% Piercing, 50% Crushing
Arcane Resistances: 25% Elemental, 25% Poison
Special Abilities: Sneak, Engulfing Trap
Upgrade Effect: Decreases the time that Burglars have to rest between Sneak ability uses.
Knight Ability: Blinding Speed
Aura Effect: Decreases enemy speed and resistances

Burglars of Tohl are the Eddar Alliance stealth units. They are quick and deadly units, able to strike swiftly and cause a great deal of damage. But they are not particularly durable.

Use Burglars as scouts. They have the excellent Sneak ability, which lets them maneuver around the map invisibly. Build a few Burglars and send them around the map to look for enemy camps and new platinum mines.

Although Burglars do a great deal of damage, they have too little health to be front-line fighters. Use them for their Engulfing Trap ability. Each Burglar can only have one trap active at a time, so if you want to pepper an area with traps, you need multiple Burglars around. The Engulfing Trap temporarily stuns enemy units, which gives you the split second you need to get off an early shot at the enemy or surround them.

When knighted, a Burglar gains the Blinding Speed ability, which increases its attack speed so much that the Burglar does +25 percent damage.

DEADSHOT ARCHER



Requires: Deadshot Range

Cost: 75 platinum

Build Time: 30 seconds

Class: Ranger

Race: Wood Elf

Health: 1,050

Mana: 600

Stamina: N/A

Damage Per Hit: 75

Damage Type: Piercing (Ranged)

Weapon Speed: 2

Movement Speed: 30

Armor Resistances: 25% Piercing, 25% Slashing, 50% Crushing

Arcane Resistance: 25% Elemental

Special Ability: Camouflage

Upgrade Effect: Adds elemental damage to each Deadshot Archer bow attack.

Knight Ability: Track

Knight Aura: Hawkeye

Aura Effects: Improves allied movement speed, improves allied unit damage.

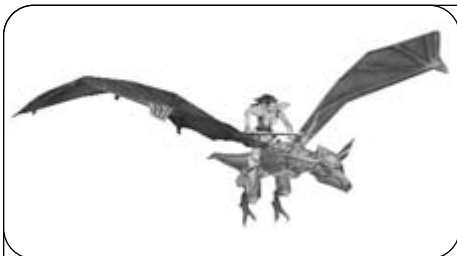
Deadshot Archers are the main Elddar Alliance units. They do a decent amount of damage and enjoy the benefits and penalties of being a ranged unit. They can shoot from afar, concentrate fire easily, and hit air units. However, they are also weaker than the first units of the other factions. They have poor health and only passable armor for a unit that encounters lots of close fighting. Deadshot Archers are quite resilient against crushing attacks, so they are a good choice against Shadowrealm melee attacks. Individually, they are not very effective. But in groups, Archers are very strong.

Deadshot Archers have the Camouflage ability, making them invisible and letting them avoid detection except by defensive structures. Use it when scouting or to avoid attacks from enemy units.

When using Deadshot Archers, be sure to upgrade them so they become more lethal. With their weak health, it is important for Archers to be able to deliver as much damage as possible before they get cut down. If they are fully upgraded and you have enough of them, you can often do enough damage to prevent units from ever coming close to your Deadshot Archers.

Deadshot Archer knights gain the Track ability, which is useful for scouting. Their aura is excellent because it improves speed and attack of allied units.

DRAKE RIDER



Requires: Drake's Nest

Cost: 145 platinum

Build Time: 50 seconds

Class: Warrior

Race: Wood Elf

Health: 1,350

Mana: N/A

Stamina: 900

Damage Per Hit: 62

Damage Type: Piercing (Melee)

Weapon Speed: 2

Movement Speed: 30

Armor Resistances: 25% Piercing,
50% Slashing, 75% Crushing

Arcane Resistances: 25% Elemental,
25% Poison

Special Ability: Silent Flight

Upgrade Effect: Gives Drake Riders
the ability to go invisible.

Knight Ability: Taunt

Knight Aura: Dracolare

Aura Effects: Improves allied resistances,
decreases enemy mana regeneration.

Drake Riders are fast and maneuverable shock troops. They are best used for hit-and-run attacks. They can swoop in to any location on the map, attacking lightly defended areas, and then flee before enemy units can arrive to attack them.

Air units are a little tricky in this game. If you can get the jump on an opponent early, air units can be the *coup de grâce* to take them down. But if your opponent has good ranged attackers, then air units cannot be a major part of your army. They will be decimated by ground-based ranged units, which are cheaper and faster to build.

So use Drake Riders in small groups as search-and-destroy bands that roam the map looking for harvesters and stragglers to attack. Drake Riders can attack other air units, so use them to counter Shadowrealm air units or enemy Eddar fliers.

Drake Riders have a special ability, Silent Flight, that appears after they are upgraded. You can use it to turn the Drake Rider invisible. Stealth Drake Riders become visible when they attack, and can also be spotted by units that can see stealth units.

As knights, the Drake Rider gains the Taunt ability. Use it sparingly because Drake Riders are not very durable.

FOREST AVATAR



Requires: Shrine of Tunare
 Cost: 120 platinum
 Build Time: 45 seconds
 Class: Paladin
 Race: High Elf
 Health: 1,800
 Mana: 600
 Stamina: N/A
 Damage Per Hit: 65
 Damage Type: Slashing (Melee)
 Weapon Speed: 2

Movement Speed: 30
 Armor Resistances: 50% Piercing, 25% Slashing, 75% Crushing
 Arcane Resistance: None
 Special Ability: Wave of Life
 Upgrade Effects: Improves the health of Forest Avatars; improves slashing armor to 50 percent and 75 percent; improves magic resistance to 25 percent and 50 percent.
 Knight Ability: Lay on Hands
 Knight Aura: Elddar Wisdom
 Aura Effects: Improves health regeneration and damage of allied units.

Forest Avatars are an essential unit for the Elddar Alliance. Not only are they the only healers available for the faction, but they are also the strongest melee unit, able to withstand more punishment than any other Elddar unit, save siege units.

Build lots of Forest Avatars. They do not go to waste. Not only does their healing help your army stay alive, but they also serve as excellent front-line units. Since the Avatar's healing spell, Wave of Life, is not powerful, you need many Avatars in order to achieve the same healing effectiveness as the other factions' healers. One benefit of Wave of Life, though, is that Forest Avatars heal multiple units per casting.

Forest Avatars have high crushing armor, so they are perfect for battling most Shadowrealm melee units and some Dawn Brotherhood melee units as well. Research their upgrade right away so they become even harder to kill. They then gain great slashing armor.

As a knight, the Forest Avatar gains the Lay on Hands ability. It also gets a great aura that bumps health regeneration and damage. At least one of your knights should be a Forest Avatar for the Lay on Hands spell alone, which heals a lot of damage for one unit.

GATE MASTER



Requires: Danal's Academy

Cost: 75 platinum

Build Time: 35 seconds

Class: Magician

Race: High Elf

Health: 637

Mana: 1,100

Stamina: N/A

Damage Per Hit: 73

Damage Type: Elemental (Ranged)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistance: None

Arcane Resistances: 50% Elemental, 50% Poison, 25% Magical

Special Ability: Summon Phantom Plate

Upgrade Effect: Increases the amount of mana that Gatemasters have available to cast spells.

Knight Ability: Greater Summoning

Knight Aura: Fildin's Spectral Ring

Aura Effects: Increases allied attack speed, decreases enemy resistance.

The Gate Master is another spellcaster in the Elddar Alliance army. This one deals elemental damage and should be built to take advantage of any elemental vulnerabilities in the enemy.

Gate Masters are prized because they cause damage and hit air units. Use them en masse, where their concentrated power becomes really deadly. As with the other casters, make sure you defend them well with a front line of Gaz Warriors, Forest Avatars, or Treants. Then use the focused fire of all of your ranged units and spellcasters (including Gate Masters) to kill the enemy units even faster.

Gate Masters are useful for their spell, Summon Phantom Plate, which boosts a friendly unit's armor by 20 percent. A group of six can be very useful in beefing up your normal Elddar units to respectable durability levels on par with Shadowrealm or Dawn Brotherhood melee units.

When knighted, Gate Masters can cast the Greater Summoning spell, which calls a fire elemental to serve them. It has no armor, 75 percent elemental resistance, and deals 83 damage. The Gate Masters' knight aura is quite useful, empowering allied units and weakening enemy ones.

GAZ WARRIOR



Requires: Training Grounds

Cost: 85 platinum

Build Time: 30 seconds

Class: Warrior

Race: Froglok

Health: 1,275

Mana: N/A

Stamina: 800

Damage Per Hit: 83

Damage Type: Slashing (Melee)

Weapon Speed: 1.5

Movement Speed: 30

Armor Resistances: 50% Piercing, 50% Slashing

Arcane Resistance: 50% Poison

Special Ability: Rampage

Upgrade Effects: Improves Gaz Warrior's Crushing armor to 25 percent, 50 percent, and 75 percent; improves Elemental resistance to 25 percent, 50 percent, and 75 percent.

Knight Ability: Taunt

Knight Aura: Guk's Champion

Aura Effects: Improves allied resistances, decreases enemy mana regeneration.

The Froglok Gaz Warriors are your basic melee unit. Use them as the other factions use Hammerskull Grunts and Highland Axemen. While weaker than either of those two units, Gaz Warriors are tough, cause damage, and have decent armor.

Use Gaz Warriors as your front-line tanks to absorb damage that would otherwise reach your back rank of Archers and spellcasters. Also use them to engage enemies, who are usually preoccupied with rushing through your Gaz ranks to get at your more deadly ranged units.

Make sure you upgrade Gaz Warriors as soon as you can. The upgrade increases their armor, which helps compensate for their poor health.

Gaz Warrior knights get the Taunt ability. This is useful to the extent that it draws attention away from the weaker units in your Elddar army, but Gaz Warriors are not that resistant to damage themselves. So use Taunt with caution. Their aura adds protection to your units.

GREENSONG BARD



Requires: Hall of the Poet
 Cost: 80 platinum
 Build Time: 30 seconds
 Class: Bard
 Race: Half-Elf
 Health: 975
 Mana: N/A
 Stamina: 600
 Damage Per Hit: 60
 Damage Type: Slashing (Melee)
 Weapon Speed: 1.5

Movement Speed: 30
 Armor Resistances: 25% Piercing, 25% Slashing
 Arcane Resistance: 75% Magic
 Special Ability: Solon's Song of the Sirens
 Upgrade Effects: Improves the health of all Greensong Bards, and also increases the amount of damage they inflict against enemies to 70 and 93.
 Knight Ability: Selo's Accelerando
 Knight Aura: Soaring Spirits
 Aura Effect: Improves allied movement speed, decreases enemy mana regeneration.

Greensong Bards are a must for your Elddar army. Even though they are a melee unit, do not be fooled into thinking they are good front-line fighters. Instead, it is their spell you want.

Solon's Song of the Sirens turns an enemy unit to your side. The effect is brief, but during this time, the controlled unit turns on and attacks its former allies. This spell is a great way not only to neutralize one enemy unit, but also to add a unit to your side. In effect, this spell is twice as good as a normal stunning or buff spell is, since it robs from your enemy to boost your army.

Build Greensong Bards in moderate numbers, so you have multiple Bards casting their song to control enemy units. Greensong Bards are a good support unit, but only become really useful in decent numbers. They die easily, so watch them carefully. As a knight, they gain Selo's Accelerando, which speeds up your troop movement. Their aura makes allied units faster, but also decreases enemy mana regeneration.

In general, there are better candidates for knighthood than Greensong Bards. They are best used for their Song of the Sirens ability.

KOADA'DAL RECRUITER



Requires: Alliance Outpost
 Cost: 100 platinum
 Build Time: 40 seconds
 Class: Recruiter
 Race: High Elf
 Health: 750
 Mana: N/A
 Stamina: N/A
 Damage Per Hit: N/A
 Damage Type: N/A

Weapon Speed: N/A
 Movement Speed: 30
 Armor Resistance: None
 Arcane Resistance: None
 Special Ability: N/A
 Upgrade Effects: N/A
 Knight Ability: N/A
 Knight Aura: N/A
 Aura Effect: N/A

Koda'Dal Recruiters occupy the same role as the other factions' recruiters: They are used to resurrect dead lords and knights. Koda'Dal Recruiters also have a secondary use—to capture enemy buildings—once you research the Diplomacy upgrade at the Alliance Outpost.

Koda'Dal Recruiters are incredibly weak, which is normal for this unit type. They have few hit points, no armor or resistances, and no attack. Because dead lords and knights are often left at the site of a pitched battle, it is often too dangerous to send in a Recruiter alone to resurrect your fallen units. Make sure you escort the Koda'Dal Recruiter with some military units for protection.

Once a Recruiter raises a lord or knight, it dies. A raised lord or knight comes back to life at 50 percent health. Recruiters also die once they capture an enemy building.

MUD ELEMENTAL



Requires: Danal's Academy
 Cost: 120 platinum
 Build Time: 50 seconds
 Class: Siege
 Race: N/A
 Health: 2,250
 Mana: N/A
 Stamina: 1,300
 Damage Per Hit: 40
 Damage Type: Crushing (Melee)

Weapon Speed: 2.5
 Movement Speed: 22
 Armor Resistance: 75% Piercing
 Arcane Resistances: 50% Elemental, 25% Poison
 Special Ability: Granite Crush
 Upgrade Effects: N/A
 Knight Ability: Wave of Demolition
 Knight Aura: N/A
 Aura Effect: Increases movement and attack speed.

Mud Elementals are the basic Eddar siege unit. Of the Alliance's three siege units, the Mud Elemental is the ground-based, melee siege unit. They do a modest amount of damage, which is doubled against buildings.

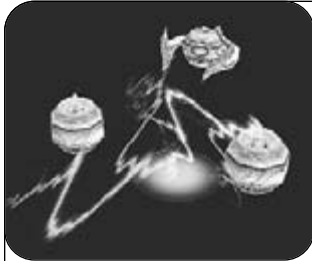
Mud Elementals are extremely slow units, as are the other siege units. You need to be patient when moving them.

Mud Elementals have the special ability to slow enemy units with Granite Crush. This is quite useful, and until you get Treants, is an excellent meat shield for your army, providing an upfront target to draw attention away from your spellcasters and ranged units. Mud Elementals have lots of hit points, and can dish out damage before they die.

Once you have access to Treants, though, Mud Elementals become less useful.

As a knight, the Mud Elemental can cast the Wave of Demolition spell, turning every nearby allied unit into a competent building destroyer.

SWARMCALLER



Requires: Siegeworks
 Cost: 110 platinum
 Build Time: 40 seconds
 Class: Siege
 Race: N/A
 Health: 750
 Mana: N/A
 Stamina: 400
 Damage Per Hit: 20
 Damage Type: Magical
 (Ranged, Area Effect)
 Weapon Speed: 3

Movement Speed: 22
 Armor Resistance: None
 Arcane Resistance: 25% Magic
 Special Ability: Lightning Spire
 Upgrade Effects: Improves the piercing armor to 25 percent and 50 percent; improves crushing armor to 25 percent and 50 percent; improves magic resistance to 50 percent and 75 percent; improves poison resistance to 75 percent
 Knight Ability: Wave of Demolition
 Knight Aura: Cloud Burst
 Aura Effect: Increases allied attack damage and resistances.

Swarmcallers are the Eddar Alliance's second air unit and they are similar to Shadow-realm's T'Xol Mogri in many respects. They are aerial siege weapons. Unlike the T'Xol Mogri, though, their attack is an area effect that damages all units in a radius from the point of attack.

Swarmcallers deal little damage, and are not as good against units as other troops. You should build something else if you plan to fight many enemy units. But if you plan to attack buildings and are fearful of the enemy's melee units, the Swarmcallers do nicely. In most other cases, a Treant is more powerful, as is a Mud Elemental.

As air units, Swarmcallers can only be hit by ranged units and spellcasters that have ranged attacks. They also have an area attack, which means they can whittle away at many units at once.

Swarmcallers also have an autocast spell called Lightning Spire that damages a single target with high elemental damage.

A Swarmcaller knight gains the Wave of Demolition special ability, which gives nearby friendly units a damage bonus against buildings.

THORNY DRUID



Requires: Circle of Stones
 Cost: 80 platinum
 Build Time: 30 seconds
 Class: Druid
 Race: Wood Elf
 Health: 825
 Mana: 900
 Stamina: N/A
 Damage Per Hit: 53
 Damage Type: Crushing (Melee)

Weapon Speed: 1.5
 Movement Speed: 30
 Armor Resistance: None
 Arcane Resistances: 75% Elemental, 25% Poison
 Special Ability: Legacy of Spikes
 Upgrade Effect: Improves the rate at which Thorny Druids regain lost health.
 Knight Ability: Snare
 Knight Aura: Wind Rider
 Aura Effect: Improves movement speed and resistance.

Thorny Druids are another spellcaster unit in the Eddar arsenal, but whereas the others hang in the back and hurl spells, the Druid takes the fight to the enemy. It has a melee attack. However, the attack is adequate at best, and the Druid has low health. The combination does not make the best front-line fighter.

When using the Thorny Druid, keep it behind the first line of strong melee units. Use its spell, Legacy of Spikes, on your units in the thick of battle, preferably those surrounded by enemy units. The spell puts a damage-inducing magic shield over the recipient. Cast it on one of your units and let it wreak additional havoc on the enemy forces.

As a knight, the Thorny Druid gains the Snare ability, which keeps the enemy units in their place, whether to prevent them from fleeing or to keep them still so you can kill them.

The Thorny Druid's knight aura is useful, but not as influential as the auras of other knights.

TREANT



Requires: Circle of Stone
 Cost: 175 platinum
 Build Time: 60 seconds
 Class: Siege
 Race: N/A
 Health: 3,000
 Mana: 900
 Stamina: N/A
 Damage Per Hit: 74
 Damage Type: Crushing (Stone)
 Weapon Speed: 5

Movement Speed: 22
 Armor Resistance: 50% Crushing
 Arcane Resistance: 50% Magic
 Special Abilities: Gate
 Upgrade Effect: Improves the rate at which Treants regain lost health.
 Knight Abilities: Wave of Demolition
 Knight Aura: Call of the Ancients
 Aura Effect: Increases allied movement and attack speed.

Treants are the most impressive siege engines of the Elddar Alliance. While Mud Elementals are a decent early siege unit, the true bruiser in the Elddar army is the Treant, which has great health and a massive attack. Moreover, it can hit both ground and air units.

The Treant also has excellent range on par with the Dawn Brotherhood Ballista. That means Treants can lob rocks at buildings from beyond their attack range, safely dismantling defensive structures without fear of being attacked. As a siege unit, the Treant deals double damage to buildings.

Treants can absorb a lot of damage, and so occupy a unique niche in the Elddar Alliance. They can be meat shields to soak up attacks that would kill the more fragile Alliance units. They have a very slow attack, and because they are siege, you cannot expect them to be much help in destroying enemy units. But Treants are great for presenting another target to the enemy.

Bring four or five Treants along when you attack an enemy town and the opposing player will be forced to choose between attacking your regular units and letting the Treants demolish his buildings, or focusing their attack on the very resilient Treants and thus opening up their units to attacks from your normal troops.

Treants have the Gate ability, which lets them teleport back to the nearest allied base. This is great for saving Treants from death. Since they are expensive and slow to build, preserve them. The Gate ability can also be used to recall Treants to your base to protect it and absorb attacks while the rest of your army runs back to camp.

When knighted, Treants gain the Wave of Demolition ability, which gives all of your allied units the Treant's damage bonus against buildings.

WOLF RIDER



Requires: Wolf Pen
Cost: 90 platinum
Build Time: 40 seconds
Class: Ranger
Race: Wood Elf
Health: 1,200
Mana: 600
Stamina: N/A
Damage Per Hit: 66
Damage Type: Piercing (Melee)
Weapon Speed: 1.5

Movement Speed: 37
Armor Resistances: 50% Slashing, 20% Crushing
Arcane Resistance: 50% Poison
Special Ability: Grasping Roots
Upgrade Effect: Increases the damage that Wolf Riders inflict against enemies to 100 and 133.
Knight Ability: Track
Knight Aura: Moondance
Aura Effects: Improves movement and attack speed of allied units.

Wolf Riders are the Eddar Alliance cavalry. They are fast and make good scouts. Wolf Riders, like the rest of the Eddar Alliance, are low on health. Their speed can sometimes be a liability; they rush to battle before your other units and are cut down before reinforcements can arrive.

Use Wolf Riders wisely and micromanage them. Use them to attack enemies only after your heavier melee units have engaged the enemy. Use them to run down fleeing units as well. But do not use them to lead the charge into enemy ranks. They will fall dead in seconds.

If Wolf Riders are a part of your main army, upgrade them to improve their damage.

Wolf Riders are good for their Grasping Roots ability, which roots an enemy in place. This is great against fleeing lords and knights, and even better against melee units. You can then pick them apart with your ranged units without fear of being counterattacked.

When knighted, Wolf Riders gain the Track ability, further enhancing their scouting talents. Their aura is a boon to allies because of the damage improvement it gives.

NOTE

Dismounted Wolf Riders have slightly altered stats. They have 1,050 health, 50 percent slashing armor, 50 percent crushing armor, 25 percent elemental resistance, 25 percent poison resistance, and deal 83 damage.



REFERENCE TABLES

SHADOWREALM

SHADOWREALM LORDS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE	WEAPON SPEED	DAMAGE PER SECOND
Lady Kreya	4400	2400	X	X	X	X	25%	25%	25%	Elemental	400	2	200
Lady T'lak	8000	X	1600	50%	25%	25%	X	X	25%	Piercing	2750	1.25	221
Lord Skass	5200	1800	X	X	X	X	X	25%	50%	Poison	300	2	150
Lord Urtt	10,000	X	1000	25%	50%	50%	25%	X	X	Slashing	1400	1	175
Lord Vekk	9200	800	X	50%	50%	25%	X	X	25%	Slashing	2750	2	137

SHADOWREALM UNITS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE	WEAPON SPEED	DAMAGE PER HIT
Brother of Night	1125	X	800	25%	X	50%	25%	X	X	Crushing	1350	1.5	100
Clockwork Spider	1500	X	X	50%	50%	25%	X	X	X	X	X	X	X
Dark Recruiter	500	X	X	X	X	X	X	X	X	X	X	X	X
Defiler	6750	900	X	X	X	X	X	X	75%	Poison	100	1.5	66
Frostbringer	600	1100	X	X	X	X	50%	25%	X	Elemental	1250	1.5	83
Goblin Blitzter	975	X	700	X	X	25%	50%	X	25%	Elemental	1250	2	62
Hammerskull Grunt	1200	X	100	25%	50%	25%	X	50%	X	Crushing	1500	2	75
Mogri	1800	X	1100	50%	25%	X	75%	X	X	Crushing	1250	2.5	40
Sacrificial Healer	825	1000	X	25%	50%	25%	X	25%	X	Crushing	800	1.5	53
Summoner	637	100	X	X	X	X	X	75%	X	Magical	1200	1.5	80
The Wretched	2250	600	X	25%	75%	50%	X	X	X	Slashing	1500	2	80
Trickster	975	X	500	75%	25%	X	X	25%	X	Piercing	1250	1.25	120
T'Xol Mogri	1500	1100	X	X	X	X	X	50%	25%	Magical	600	1.25	48
Venom Spitter	1800	650	X	50%	50%	50%	X	X	X	Poison	1600	2.4	75/80
Venom Spitter Rider	100	600	X	25%	50%	25%	50%	X	X	Slashing	100	1.25	80

DAWN BROTHERHOOD

DAWN BROTHERHOOD LORDS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE DAMAGE	WEAPON SPEED	DAMAGE PER HIT
Lady Leisen	4800	2000	X	X	X	X	25%	50%	X	Elemental	300	2	180
Lady Sakti	6800	X	1800	25%	25%	25%	25%	X	X	Crushing	3500	2	218
Lord Dungannon	7200	1400	X	X	25%	25%	X	25%	50%	Piercing	2250	1.5	187
Lord Huigar	9600	1000	X	50%	25%	50%	X	25%	X	Slashing	200	1.5	133
Lord Palasa	6400	1400	X	25%	25%	25%	X	X	25%	Crushing	2500	1.5	167

DAWN BROTHERHOOD UNITS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE DAMAGE	WEAPON SPEED	DAMAGE PER HIT
Ballistae	1500	X	100	50%	X	X	50%	X	50%	Piercing	1600	4	40
Blackblade	1050	X	800	25%	X	50%	X	X	50%	Piercing	1250	1.25	100
Brother of Light	1275	X	900	X	25%	50%	X	25%	X	Crushing	1750	2	90
Dawn Recruiter	750	X	X	X	X	X	X	X	X	X	X	X	X
Dwarven Strip Miner	800	X	X	25%	25%	X	X	50%	X	X	X	X	X
Element Master	637	1100	X	X	X	X	25%	50%	X	Elemental	1500	1.5	100
Flame Caster	1800	X	100	25%	25%	X	X	75%	25%	Elemental	100	4	40
Glamour Caster	675	100	X	X	X	X	75%	0%	X	Magical	100	1.5	66
Highland Axeman	1350	X	900	50%	25%	50%	25%	X	X	Slashing	1200	2	60
Infiltrator	975	X	500	X	50%	25%	X	50%	X	Piercing	1250	1.25	120
Kerran Cavalry	1500	X	700	25%	25%	50%	50%	X	X	Slashing	900	1.25	72
Kerran Cavalry Rider	800	X	X	50%	25%	25%	50%	X	X	Slashing	100	1.25	80
Mahout	3000	600	X	X	X	75%	X	X	25%	Piercing	2500	3	83
Spirit Talker	1200	2000	X	X	25%	25%	X	X	75%	Piercing	900	1.5	60
Templar	900	100	X	25%	50%	25%	X	X	25%	Crushing	600	1.5	40
Temple Knight	2100	600	X	50%	75%	25%	X	X	X	Slashing	750	1	75
Temple Knight Rider	1200	X	X	50%	50%	50%	X	X	X	Slashing	850	1	85

ELDDAR ALLIANCE

ELDDAR ALLIANCE LORDS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE DAMAGE	WEAPON SPEED	DAMAGE PER HIT
Lady Aiendu	4000	2200	X	X	X	X	50%	X	25%	Magical	3300	2	165
Lady Briana	3400	X	1200	30%	30%	30%	60%	X	X	Slashing	2250	1.5	150
Lord Dulyan	6000	1800	X	25%	X	25%	X	50%	X	Slashing	300	2	180
Lord Gult	7600	1600	X	25%	50%	25%	50%	X	X	Crushing	200	1.5	160
Lord Kadian	8800	1200	X	25%	25%	25%	X	50%	X	Piercing	3500	2	210

ELDDAR ALLIANCE UNITS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE DAMAGE	WEAPON SPEED	DAMAGE PER HIT
Beguiler	600	1200	X	X	X	X	50%	25%	X	Magical	100	1.5	66
Bixie Gatherer	400	X	X	X	X	X	25%	X	50%	X	X	X	X
Burglar of Tohl	975	X	500	25%	X	50%	X	25%	25%	Piercing	1250	1.25	120
Deadshot Archer	1050	600	X	25%	25%	50%	X	25%	X	Piercing	1500	2	75
Drake Rider	1350	X	900	25%	50%	75%	X	25%	25%	Piercing	1400	2	62
Forest Avatar	1800	600	X	50%	25%	75%	X	X	X	Slashing	1300	2	65
Gate Master	637	1100	X	X	X	X	25%	50%	X	Elemental	1100	1.5	73
Gaz Warrior	1275	X	800	50%	50%	X	X	X	50%	Slashing	100	1.5	83
Greensong Bard	975	X	600	25%	25%	X	75%	X	X	Slashing	100	1.5	60
Koada 'Dal Recruiter	750	X	X	X	X	X	X	X	X	X	X	X	X
Mud Elemental	2250	X	1300	75%	X	X	X	50%	25%	Crushing	100	2.5	40
Swarmcaller	750	X	400	X	X	X	25%	X	75%	Magical	600	3	20
Thorny Druid	825	900	X	X	X	X	X	75%	25%	Crushing	800	1.5	53
Treant	3000	900	X	X	X	50%	50%	X	X	Crushing	300	5	74
Wolf Rider	1200	600	X	X	50%	20%	X	X	50%	Piercing	100	1.5	66
Wolf Rider Rider	1050	600	X	50%	50%	20%	X	X	X	Piercing	1250	1.5	833

MONSTERS

NAME	HEALTH	MANA	STAMINA	PIERCING RESISTANCE	SLASHING RESISTANCE	CRUSHING RESISTANCE	MAGICAL RESISTANCE	ELEMENTAL RESISTANCE	POISON RESISTANCE	DAMAGE TYPE	DAMAGE	WEAPON SPEED	DAMAGE PER SECOND	BASE LEVEL
Acid Drake	1200	X	X	X	X	50%	X	X	75%	Poison	1250	1.5	833	6
Amygdalan Flayer	1500	X	X	X	X	50%	75%	X	25%	Crushing	200	2.5	800	16
Bazrahknaten	7500	X	X	50%	X	25%	25%	50%	X	Elemental	500	5	100	16
Bear	1000	X	X	25%	25%	75%	25%	X	X	Slashing	1800	2	900	1
Bloodgill Soothsayer	400	X	X	X	X	X	25%	X	50%	Elemental	1250	1.5	833	1
Bloodgill Warrior	800	X	X	25%	75%	25%	25%	X	X	Piercing	900	1.25	720	1
Bloodvine	800	X	X	50%	X	X	50%	X	X	Piercing/ Poison	2500	3	833	6
Burning Skeleton	700	X	X	50%	25%	X	X	75%	X	Slashing/ Elemental	1250	1.5	833	1
Carathien	7500	X	X	50%	X	25%	50%	X	25%	Magical	500	5	100	16
Chokidai Whelp	900	X	X	50%	75%	25%	X	X	X	Piercing	1250	1.5	833	1
Drachnid	900	X	X	X	50%	25%	25%		50%	Piercing	200	2	100	6
Dracoliche	7500	X	X	75%	X	X	X	25%	50%	Poison	500	5	100	16
Fire Drake	1200	X	X	X	X	50%	X	75%	X	Elemental	1250	1.5	833	6
Frost Drake	1200	X	X	X	X	50%	75%	X	X	Elemental	1250	1.5	833	6
Giant Fire Beetle	1200	X	X	25%	50%	X	50%	25%	X	Piercing	2200	2	1100	6
Goblin Aggressor	900	X	X	75%	50%	X	X	X	25%	Slashing	100	1.25	800	1
Goblin Boneslaver	4500	X	X	X	X	X	X	X	75%	Poison	100	1.5	667	1
Inferno Goblin Berserker	8500	X	X	X	25%	50%	X	75%	X	Piercing/ Elemental	1250	2	625	1
Inferno Goblin Conjuror	400	X	X	X	X	X	X	75%	X	Elemental	1100	1.5	733	1
Kromrif Channeler	800	X	X	X	X	X	X	75%	X	Magical	1500	1.5	100	11
Kromrif Savage	1200	X	X	X	75%	25%	X	50%	X	Crushing	200	2	100	11
Rock Dervish	900	X	X	50%	75%	X	X	X	25%	Crushing	200	2	100	1
Rosch Val Gnull	4250	X	X	X	X	X	75%	X	X	Magical	900	1.5	600	1
Scapious the Cruel	900	X	X	X	X	X	25%	75%	50%	Piercing	2500	2	1250	11
Skeleton	700	X	X	50%	25%	X	25%	X	50%	Slashing	100	1.5	667	1
Skeleton Pikesman	700	X	X	50%	25%	X	25%	X	50%	Poison	100	1.5	667	1
Skeleton Warrior	8500	X	X	50%	50%	25%	X	X	25%	Slashing	1500	1.5	100	6
Spectre	4250	X	X	X	X	X	50%	25%	X	Slashing	1200	1.5	800	6
Spiny Drogmor	1000	X	X	25%	50%	25%	X	X	50%	Poison	300	4	750	6
Tesch Mas Gnull	1000	X	X	25%	X	75%	25%	25%	X	Slashing	100	1.5	667	1
Werewolf	1000	X	X	X	50%	50%	25%	25%	X	Slashing	100	1.25	800	6
Wolf	7500	X	X	50%	25%	25%	X	X	25%	Piercing	1250	1.5	833	1
Zombie	800	X	X	X	X	50%	25%	X	75%	Crushing	1500	2	750	1

CHAPTER 5

SHADOWREALM CAMPAIGN

MISSION 1: BETRAYAL

MISSION INFO

- ◆ Transfer Points: N/A
- ◆ Mission Overview: A rear guard encampment of Ogres has been found massacred in the Commonlands. Find out who's responsible and punish them severely.
- ◆ Primary Objective: Find out who murdered the Ogres.
- ◆ Area: Rivergate Environs

MISSION OBJECTIVES

- ◆ Find out who murdered the Ogres.
- ◆ Find and kill all the traitor Ogres.

NEW BUILDINGS

None

NEW UNITS

Dark Recruiter

Hammerskull Grunt

A group of Ogres has turned against the Shadowrealm and ransacked a small Ogre encampment near Rivergate. Your lord, with a small group of Hammerskull Grunts, must investigate the treachery and punish those responsible.




You begin with your lord, eight Hammerskull Grunts, and a Dark Recruiter. Leave the recruiter behind, but select and group the rest of your units. Head to the east of the camp, where some wolves are scavenging the empty camp. Kill them, rest until you are healed, then move south to meet Ruk.

Ruk says he can take you to the leader of the traitors, so follow him to the river. Ruk runs off, leaving you and your party to be ambushed by two Tesch Mas Gnolls and two Hammerskull Grunts. The Gnolls are pretty tough, so concentrate your attacks on them before taking on the Grunts.

Further down the road, you meet Ort, a Hammerskull Grunt. Ort truly wants to help, and can lead you to the traitors. Add him to your party, and follow the road around the bend and to the north.



Two Hammerskull Grunts and two Tesch Mas Gnolls are waiting just beyond a barricade. Lure them out of the barricade and kill them.



Fighting in narrow pathways isn't a good idea. You don't want your front units to be killed at a bottleneck because your other forces can't get close enough to support them. When enemies are waiting at a chokepoint, it's always good to lure them back to a larger area, where your units have more room to move.

To the east of the chokepoint, is a platinum mine guarded by two more traitor Hammerskull Grunts. Kill them, and heal up by the mine. Two Clockwork Spiders are harvesting here, attack them as well, but be sure that your troops do not follow them into the enemy camp to the north. When you are fully healed, it is time to storm the enemy encampment.



NOTE Units regain health slowly over time. Always wait and rest after big battles so that you will be at full health during your next encounter.



Head north past the barricade. A Hammerskull Grunt stops you, and says you weren't invited to the big meeting. Looks like you have to crash the gates. Three Hammerskull Grunts attack as soon as you pass the barricades, and two more arrive from the north. While fighting them, watch your flank. Two Tesch Mas Gnolls creep up behind your force, so don't let them catch you unaware. Always remember to pull wounded units out of a fight so they don't get killed.

They automatically jump back in, but the enemy turns their attention to a healthier target.

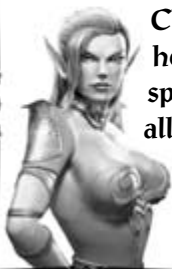
To the east, you find the traitors' Stronghold guarded by three Hammerskull Grunts. Kill them and raze the Stronghold. At this point, most of your units should be more than strong enough to take on the ringleaders of this rogue Ogre band.



Two paths lead from the camp. One leads directly north from the Stronghold, or rather, its remains, and the other is located in the northwest corner of the clearing. Follow the northwestern path up to a group of three skeleton warriors guarding a chest. Inside the chest you find a Poisoned Web spell.



NOTE



Chests contain important and useful artifacts that can significantly help your troops along the way. Some provide offensive or defensive spells, some bestow powerful enhancements to the holder, while others allow you to summon creatures to fight alongside you. Make sure you equip them on units that they can benefit and, if you plan on holding onto them, always give them to units you plan to transfer to the next mission.

Return to the clearing and follow the road leading north. The meeting is already in progress. At the end of the road, you find two Hammerskull Grunts, three Tesch Mas Gnolls, one Rosch Val Gnoll, and a Hammerskull Grunt knight. You should still have a sizable force left, but if you are weakened, do not forget to use the Poisoned Web to slow the enemy down. Focus all of your energy on taking the knight down first. Without his protective aura, the other units are significantly easier to kill.



Move your army east and attack the crypt nearby. Send your lord to the north to open the chest, which contains a Lightning Blast scroll. Now send your army west and attack the two crypts just to the south of Ruk. Another chest is behind the southern crypt. Opening it gives you a Ring of Firewarding, which protects against elemental attacks.

Now confront Ruk. He agrees to provide you with information if you spare his traitorous life.



MISSION 2: THE WHISPERING BONES

MISSION INFO

- ◆ Transfer Points: 24
- ◆ Mission Overview: Under torture, Ruk has admitted that the traitorous Shadowrealm forces were advancing on a Shadowrealm base hidden near the Elddar Alliance's border. Prevent our secrets from falling into enemy hands.
- ◆ Primary Objective: Find Darkeye and destroy all Bone Piles.
- ◆ Area: The Dying Sands

MISSION OBJECTIVES

- ◆ Locate and release the captured Hammerskull Grunts in the area.
- ◆ Locate and destroy all Bone Piles in the area.
- ◆ We've intercepted the Splitpaw tribute to the Dawn Brotherhood! Let's put it to good use.

NEW BUILDINGS

Ogre Barracks

NEW UNITS

Defiler

Sacrificial Healer

Summoner



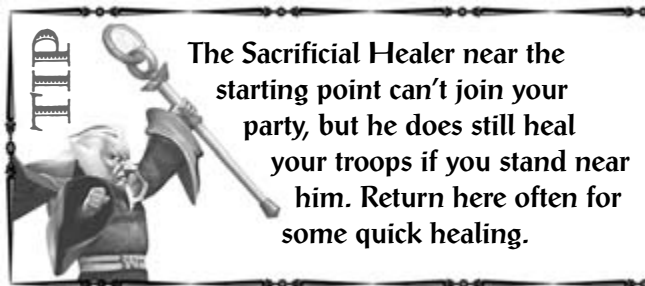
Under threat of death and the whip of your torturer, Ruk has told you of the Shadow-realm rebels' plans. A spy named Darkeye has helped them steal ancient scrolls which contain the plans for Bone Piles, a powerful defensive building. You must find Darkeye and destroy all of the Bone Piles in the region.

Gather your troops and move south. You meet a Defiler named Desalla, who informs you that the Gnolls have captured several of your troops. Free them if you want to destroy the Bone Piles.

Add Desalla to your party, then move to the west, and go north at the fork. Four Tesch Mas Gnolls and two wolves are here. They might be tough for your starting party, so use the Lightning Blast scroll from the previous mission for some extra firepower.



After you kill the guards, three Hammerskull Grunts are freed from their cages. If your troops are severely hurt, head back to the starting point, where the Sacrificial Healer can assist them.



CHAPTER 5: SHADOWREALM CAMPAIGN

Head south from the first group of prisoners. At the end of the road, you encounter four more Tesch Mas Gnolls and two wolves. They should be much easier to defeat with your newly bolstered army. You have two more Hammerskull Grunts at your disposal when the fight is over. Now head back to where you met Desalla, and follow the road that leads due south. At the end of the road, you find another guard camp. Only three Tasch Mas Gnolls and two wolves wait here. They are guarding a single prisoner, a Summoner. After you kill the guards, he adds range support that will be very useful to your force later in the mission.

The road leads west into a destroyed Shadowrealm base. Four Mogri are attacking an Ogre Barracks. Get your forces in quickly and kill them before they can finish the job. Mogri are good siege units, but not quite as powerful as your forces in close combat. Some other Mogri stragglers can be found to the south.

You only have enough platinum to train a single Hammerskull Grunt at the barracks, but do so if you need more melee power. Now follow the road leading east from the southern end of the destroyed base.



The road leads to an incline, guarded by a few weak skeletons. Ignore the skeletons for now and rush by them to the first Bone Pile. Have all your units concentrate on destroying the Bone Pile, then take out the skeletons.

CAUTION

Bone Piles are defensive structures that do a great deal of slashing damage to all enemies within their radius. When your

forces are near a Bone Pile, either get them away quickly or have them concentrate all of their strength on destroying it.



Beyond the first Bone Pile, the road descends into a valley. The first thing you encounter in the valley is a camp with five skeletons. Kill them, then send your troops up the small road leading directly east. Two skeletons guard the entrance to this small plateau. It is a serious chokepoint, so be sure your strongest units are in front.

Past the skeletons, you encounter two Frostbringers. They can do some serious damage, especially to your melee units, who have little arcane resistance. But the Frostbringers are very weak and have no protection, except for a nearby Goblin who doesn't seem to want to join the battle. Your Grunts should make short work of them.



When the Frostbringers are dealt with, the Goblin speaks. This is Darkeye, the spy you have been looking for, and he shows you the locations of the remaining Bone Piles in the area. Two are situated in the northeast corner, and one is slightly to the south. (Before dealing with them, however, you must attend to something else.) Darkeye can now join your army. Move everyone back to the valley.

Just north of the skeleton camp, you find four more skeletons. Kill them and continue north, hugging the western wall of the valley as tightly as possible. A Defiler will stop your army and inform you that, to the northwest, a group of Gnolls are protecting something important. Add the Defiler to your group and head northwest.

CHAPTER 5: SHADOWREALM CAMPAIGN

On your way to the Gnolls, you encounter three skeletons. Kill them and continue. As soon as you approach the Gnolls, they turn and attack the nearby Defilers. The Defilers, and the Sacrificial Healer with them, are under your control, so move them to safety. Four Tesch Mas Gnolls and two wolves are here. Attack the Gnolls first, then worry about the wolves. If you can protect the reinforcements, you have two Defilers and a Sacrificial Healer to add to your party. If you lose either or both of the Defilers, don't worry. The Healer is the most important unit among them.



A large incline leads east through two towering rock walls. The incline is guarded by four skeletons. Kill them and continue east. Three more skeletons are ahead but, more importantly, Frostbringers are positioned on the southern and northern walls. Have your ranged units attack these elevated spell casters, and have the Healer support them.

When the Gnolls are defeated, you learn what they were carrying: A 600 platinum tribute to the Dawn Brotherhood. Now it is a tribute to your Ogre Barracks. Use the money to fill your army until you reach your unit capacity. Return to the valley when your forces are healed.



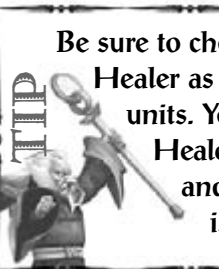


TIP

Your melee units are not any use against the Frostbringers positioned on the walls of the canyon. Have your Defilers, your Summoner and your lord, if he has a ranged attack, deal with them while you keep your Grunts back and out of the way.

Heal before progressing any further east. Just past the Frostbringers is a group of twelve skeletons guarding two Bone Piles. Lure the skeletons out of the area and back to your group. When the skeletons are gone, send your Hammerskull Grunts in to destroy the Bone Piles. Have them attack the Bone Piles one at a time, to destroy them without suffering too much loss of life. If you do lose some Grunts, be sure to build some more with your recently acquired platinum.

Send your ranged units down the valley to the south, eliminating the Frostbringers on the ridge above. When the path is clear, send your Grunts south to destroy the last of the Bone Piles.



TIP

Be sure to choose your Sacrificial Healer as one of your transfer units. You can't build any Healers in the next mission, and having one around is always helpful.

MISSION 3: THE SIEGE AT NERIAK

MISSION INFO

- ◆ Transfer Points: 29
- ◆ Mission Overview: An army of Shadowrealm traitors and reanimated dead are marching on Neriak! Prevent them from seizing the city!
- ◆ Primary Objective: Defeat the traitor army and kill Solruua Dain.
- ◆ Area: Nektulos Forest

MISSION OBJECTIVES

- ♦ Build up an army to find Solruua and stop her from entering Neriak.
- ♦ Find and destroy the crypt that lies in the graveyard east of here!
- ♦ Meiru is free! Return to the village and tell them the news.
- ♦ Destroy the Dawn Brotherhood forces that aid Solruua!

NEW BUILDINGS

Bone Pile
Smelting Tower
Sparring Ground
Stronghold
Summoning Star

NEW UNITS

Brother of Night
Clockwork Spider

Darkeye has escaped and returned to Solruua Dain's side. She is on the verge of invading Neriak, and you must build an army and destroy her operations to prevent the invasion from taking place.

You have a Summoning Star at the outset of this mission, as well as a few Clockwork Spiders that are harvesting the nearby platinum mine. Begin building more Spiders, and once you have four or five working, build an Ogre Barracks. Build more Spiders, then train a few Hammerskull Grunts and Defilers. Also, save up for the Sparring Ground. This structure not only allows you to build Brothers of Night, but opens the first Beast of Burden upgrade for the Hammerskull Grunts.



If you've transferred your Sacrificial Healer from the previous mission, you can get started immediately with your beginning troops. Otherwise, wait until you have a few more Grunts and Defilers, then head south.

You meet an undead messenger on the road. He warns you to turn back, then crumbles to dust. Continue moving south along the road.



You come to a town overrun by the undead. You first encounter three zombies and three skeletons. Beyond the first group are four more zombies and two more skeletons near the town center. Destroy them all, then speak to the villager at the south end of town.



NOTE

By the time you have cleared the village, you should have enough platinum to research Beast of Burden 1. Do so as soon as possible—it increases the effectiveness of your Grunts, who will be the primary force in the battles ahead. To research Beast of Burden 1, you need an Ogre Barracks and a Sparring Ground.

The villager tells you the sad story of Meiru, a girl from the town who was made undead by Solruua. He asks you to destroy the crypt where Meiru lives, so that she may rest in peace. The graveyard with this crypt lies just to the east.



NOTE

Completing the quest to free Meiru is completely optional, but is worth it both for the experience and the reward: three melee units.

CHAPTER 5: SHADOWREALM CAMPAIGN

Before heading into the graveyard, be sure you have at least five Hammerskull Grunts and four or five Defilers. You are attacked at the gates by three werewolves. Destroy them before heading any farther, the graveyard itself is teeming with the undead. Beyond the cemetery gates, you find an army of skeletons. Kill them all, then attack the crypt located at the northeast corner of the graveyard. This frees Meiru from her curse. Return to the villager who gave you the quest, and he rewards you with three Kerran Warriors.



Continue training units. Remember that you can designate your lord as the rally point for buildings, so that units you train automatically run to his side. Also note that two expansion mines are near the town. One in the northwest corner of the town itself, and the other in the graveyard. Set up a Smelting Tower in the town center and send your Clockwork Spiders down when the mine near your base is depleted.



You want a larger army for the next battle, at least seven Hammerskull Grunts and an equal number of Defilers. At this point, the more the better. Move your army south from the village into the canyon. You encounter a Defiler who tells you that the Dawn Brotherhood has pledged to give aid to Solruua's forces. They must be stopped.



Add the Defiler to your party and follow the canyon east. You meet a pack of six bears just beyond the bend. Slay them, then rest until your troops are at full health and mana.

The Dawn Brotherhood outpost is just to the east. It is guarded by numerous Highland Axemen and a few Temple Knights. A small group waits near the entrance of the outpost. Send a unit in to lead them back to an ambush point in the valley.

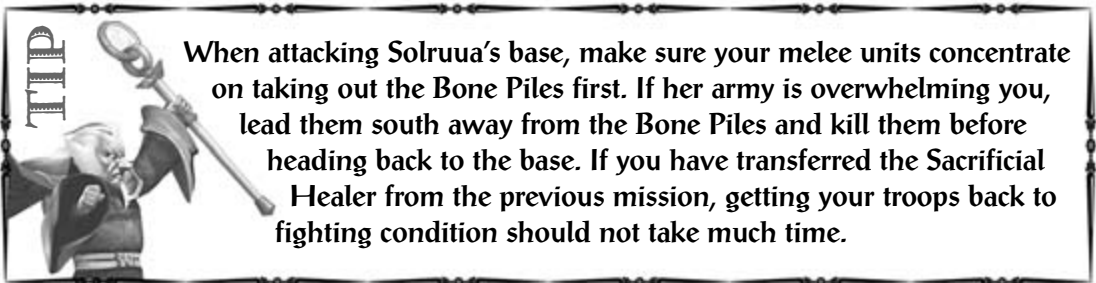
Storm the base, and send your melee units to quickly attack the Spirit Tower near the entrance. Then turn your attention to the remaining Highland Axemen and Temple Knight. After you kill them, attack the Guildhall so that it cannot produce more Axemen. Finally, destroy the Rallyhouse and the Spirit Tower to the east. This is now your new base of operations.

Set up a Stronghold, and build a few Bone Piles in the valley leading down to the east. If you have depleted the mines near the town, use the nearby platinum mine. You should have plenty of platinum at this point, so build a second Summoning Star and an Ogre Barracks nearby. This saves time in gathering forces, and raises your unit capacity as well.



Begin building more Hammerskull Grunts and Defilers. You need at least a full group of each. Send your lord down into the valley and follow the road east. Cross the small stream, and you meet an Ogre who tells him that Goblins have captured a war engineer named Xorin. There's nothing you can do about it now, but it will become important in the next mission.

When you have at least twelve Grunts and twelve Defilers, send your army into the valley and follow the road leading northwest. At the end of the road you find two of Solruua's Bone Piles. Destroy them, heal, and move north into her base. You find Solruua near her base, but she tells you your efforts are fruitless and then flees to the north.



After the Bone Piles are destroyed, attack the buildings. Solruua herself can be found to the north, near the entrance to Neriak. You can fight her, but she escapes. When her base is razed, victory is yours.

MISSION 4: THE BURNING THICKET

MISSION INFO

- ◆ Transfer Points: 31
- ◆ Mission Overview: Goblins loyal to Solruua have abducted war engineer Xorin and established a base in the Misty Thicket. Rescue Xorin and destroy the Goblins.
- ◆ Primary Objective: Rescue Xorin and destroy the Goblin base.
- ◆ Area: Misty Thicket

MISSION OBJECTIVES

- ◆ Eliminate the Goblin clans that have laid waste to the Misty Thicket.
- ◆ Rescue Xorin from his Goblin captors.
- ◆ Locate the Eddar casters and escort them safely to the Alliance camp.

NEW BUILDINGS

Thieves' Guild

NEW UNITS

Trickster

Prince Baleion of the Eddar Alliance has contacted your lord, in hopes of setting up a temporary alliance against Solruua Dain. He informs you that after the failed attempt to sieze Neriak, the Goblins have fled into the Misty Thicket, home of the Halflings. These Goblins have captured the Shadowrealm war engineer Xorin, and are forcing him to design a new aerial war machine. You must rescue Xorin and eliminate the Goblins from the area.



CHAPTER 5: SHADOWREALM CAMPAIGN

You begin with an Ogre Barracks and a Stronghold. Begin harvesting platinum, and building up your harvesting force. When you have four or five Clockwork Spiders working at the nearby platinum mine, build a Summoning Star. Also build a Sparring Ground and a Thieves' Guild once you have the funds.



Build two more Hammerskull Grunts, then send your force just to the north of your base. On a ridge nearby, you encounter six drachnids. Use ambush tactics to separate them, so you can attack them individually or in groups of two. They are fairly tough and do poison damage, so be sure to rest between fights. Once the drachnids are dead, you have access to the platinum mine on the ridge.

After the mine is cleared, lead your army east of the base. Continue training Hammerskull Grunts, Defilers, and Brothers of Night (whose ability to Instill Doubt will help with the large Goblin forces you'll be facing). East of your base you encounter a group of Elddar Alliance forces. They inform you that they are waiting for a group of casters who were supposed to meet them here, and request your help in locating these missing Beguilers and Gatemasters and escorting them to safety.



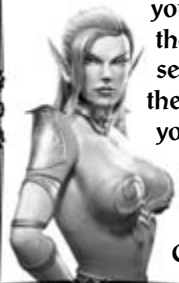
TIP As you begin exploring the map, leave a few Defilers behind. The Goblins will soon begin attacking with air units, and you'll need some ranged units near your Stronghold to keep the base intact.

Move south along the river until the road turns to the west. Follow the road west until you reach a Goblin camp, made up of two Goblin aggressors, three Goblin boneslayers, and a commander. Lure them out of the camp in small groups, because the commander is fairly tough. When the camp is clear, two of the missing Eddar casters—a Beguiler and a Gate Master—join your group. Rest, and return to the river.

At the southern end of the river, you find a small shallow area that leads to an island to the east. Cross the river to find a second Goblin camp, this one occupied by two aggressors, two boneslayers, and a deathbinder. Kill the deathbinder first, then take out his minions. Two more Eddar casters are being held in this camp.



NOTE The rescued Eddar units leave your group once you escort them to the Eddar Alliance forces. While this seems like a loss, the reward is worth the loss of firepower. For your trouble, you receive a free Deadshot Range, which allows you to build Deadshot Archers. These will be extremely helpful when the Goblins start attacking your base.



Before crossing the river, move north past the Deadshot Range. You find a third Goblin camp here, made up of three boneslayers, three aggressors, and a deathbinder. They guard a chest which contains a Regrowth of the Grove elixir. Using this elixir increases the health regeneration for all friendly units nearby.

NOTE



The bridge that leads across the river is covered with traps. Before crossing, build a Thieves' Guild and train a Trickster. He is able to clear the traps and, by using his Sneak ability, scout out the enemy's positions on the eastern side of the river.



After clearing the traps on the bridge, move your army to the eastern side. At this point, train a small group of Deadshot Archers to defend your base. The Goblin Blitzer attacks will become more frequent, so make sure you have defenders near your buildings at all times.



East of the bridge is another Goblin camp. This one is much tougher than those you have previously invaded—there are three aggressors, four boneslayers, and a commander here. Again, try to lure them out of the camp to make the fight easier. Rest here, and then explore the area along the water, just northeast of the bridge.

You find another platinum mine; this one is guarded by a large group of drachnids. Your other mines are most likely depleted by now, so set up a Smelting Tower and send your Clockwork Spiders across the bridge to this mine.



Only two Goblin camps are left. One to the south and another, much tougher one to the north. Train units until you have at least six Hammerskull Grunts and six Defilers, then move your army south. The southern camp contains four aggressors, three boneslayers, and a deathbinder. It also contains Xorin, a Summoner, who joins you after you clear the camp. A plentiful platinum mine is at the western edge of the camp.



Only one Goblin camp remains, located due north on the eastern side of the river. The final battle is the toughest yet. You face numerous aggressors and boneslayers, a deathbinder and a commander. It is vitally important that you micromanage your units during the battle. Lead some of the smaller units away from the camp, but once the battle is in full swing, concentrate first on the commander and next on the deathbinder. After these Goblins are dead, finish off any Blitzers still roaming the map to the complete the final objective.

MISSION 5: RIVER OF BLOOD

MISSION INFO

- ◆ Transfer Points: 26
- ◆ Mission Overview: Solruua's Goblins were planning an assault on the Plainscutter River. Break through the Brotherhood's line there and investigate.
- ◆ Primary Objective: Reach the Ogre's Spire.
- ◆ Area: The Plainscutter River

MISSION OBJECTIVE

- ◆ Cross the Plainscutter River and reach the Ogre's Spire.

NEW BUILDING

Sacrificial Altar

NEW UNITS

Sacrificial Healer



Xorin has explained that the Goblins were in league with Solruua, and planned to assault the Dawn Brotherhood outpost on the banks of the Plainscutter River. Solruua's plan failed. The Dawn Brotherhood has moved a huge army to guard this outpost—an army led by Barran Barrananok, the Dawn Brotherhood's most skilled general. You must break through their forces and reach the Ogre's Spire, the portal that Solruua was seeking.

You begin with an Ogre Barracks, a Sparring Ground, and two Bone Piles at the east side of your base. Begin building units and harvesters, and situate your transfer and starting forces west of the Bone Piles. You begin with two Tricksters; move them east and have them set plague traps at the entrance to your base.

Shortly after the mission begins, invasion forces begin steadily moving in from the east and attacking your base. The forces are primarily made up of Kerran Cavalry, Highland Axemen, and Glamour Casters. Shortly after the first force, two Ballistae arrive and attack your Bone Piles. Send your Grunts out to stop them.



After the first attack, repair your Bone Piles and send a Trickster to the nearby bridge to clear the traps. Before moving out, build up a substantial force—at least six Hammerskull Grunts and as many Defilers. You now have access to the Sacrificial Altar; add some Sacrificial Healers to your support group.



Move your army east. The road bends south, and a second invasion force including Element Masters and Brothers of Light arrives nearby. As you move forward, you encounter a steady stream of opposition, so rest and heal often.



Send a Trickster to investigate the next bridge. Don't send him over the bridge or the two Spell Towers on the other side will spot him and he will be killed instantly by the troops guarding the eastern side. Instead, have him destroy the traps on the bridge, then pull him back to a safe location.

The Spell Towers to the east are guarded by an Infiltrator, a Highland Axeman, two Kerran Cavalry, and two Glamour Casters. Send your Hammerskull Grunts in to destroy the Spell Towers first, while your Casters concentrate on the nearby units. After the Towers are destroyed, your Grunts clean up whatever units remain. Again, heal and regain your mana: The first Dawn Brotherhood encampment is just ahead.

NOTE Continue reinforcing your army as it moves along the Plainscutter toward the Dawn Brotherhood outpost. Remember that you can set your lord as the rally point for buildings so Hammerskull Grunts, Defilers, and Sacrificial Healers join your group as they press forward.



CHAPTER 5: SHADOWREALM CAMPAIGN

Beyond the bridge, the road turns to the south, and a small dirt path leads north. Up the path is a small Brotherhood base, with a Keep of Eyes, a Grove of the Tribunal, and a Rallyhouse. Guarding this outpost are two Spirit Talkers, an Element Master, and three Highland Axemen. If you have been steadily adding to your force, the base should be easy to raze.



NOTE

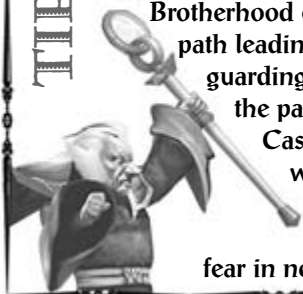


Remember that as you make your way toward the Ogre's Spire, the Dawn Brotherhood continually sends forces toward your base. When you take your army away from the main road, be sure you get back so that the Dawn Brotherhood forces do not slip by, requiring you to backtrack and defend your base.



The road leads south from the first Dawn Brotherhood outpost. Use a Trickster with the Sneak ability to scout the road. To the south is another bridge, this one guarded by four Kerran Cavalry. Beyond them is another Dawn Brotherhood outpost, guarded by Brothers of Light, Glamour Casters, and two Ballistae. No Spell Towers are here, so defeating the guards and destroying the buildings should be no problem. The outpost contains a Grove of the Tribunal and a Phantasmal Pool.

TIP



To the northeast of the second Dawn Brotherhood outpost is a hard-to-see grass path leading to four Glamour Casters guarding a chest. Send your lord up the path to kill the Glamour Casters, who cannot survive long without protection. Open the chest to find a scroll of Dragon Roar, which causes fear in nearby enemies when cast.

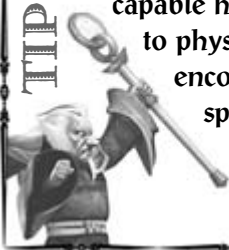


More Dawn Brotherhood troops are making their way up the road, so get your army into fighting position. Once again, scout the area ahead with your Trickster. South of the second outpost, the road turns west and leads to yet another trapped bridge. Destroy the traps. Across the bridge are two Glamour Casters, three Kerran Cavalry, three Highland Axemen, and Infiltrator, and two Templars.



Move your army across the bridge and have your spellcasters focus fire on the Templars. They are great healers, so take them out as soon as possible. After the Templars are dead, the rest of the force falls quickly.

TIP



Dawn Brotherhood Templars are very capable healers, and fairly resistant to physical attacks. Whenever you encounter them, make sure your spellcasters focus their attacks on them. If allowed to live, they will keep the enemy forces standing for much longer.

To the north is another small Dawn Brotherhood outpost. Demolishing this outpost is essential, as it dramatically cripples the Brotherhood's unit production. The outpost has a Lightfall Abbey, a Guildhall, a Beastlord Hold, and a Battleworks. Most importantly, a platinum mine is in the outpost. After you raze the buildings, build a Smelting Tower and bring your Clockwork Spiders down to start gathering.

To the west, just across the next bridge, is a large Dawn Brotherhood encampment. It is heavily guarded, and two Spell Towers have been constructed just west of the entrance. The forces guarding the outpost are led by a Highland Axeman knight. Keep your army back and send in a decoy to lure the forces out of the base and range of the Towers. Lead them back to your army and concentrate all of your strength on the knight. After he is dead, have your Grunts charge in and demolish the Spell Towers.



Destroying this outpost—which consists of a Phantasmal Pool, a Rallyhouse, a Grove of the Tribunal, and a Keep of Eyes—puts an end to the Dawn Brotherhood attempts to attack your base. In the southeast corner of the outpost is a chest containing an Abjurer's Earring, which increases all arcane resistances by 25 percent. Replace any Grunts or Defilers that fell in the preceding battles before moving south. You have crippled the Dawn Brotherhood's outposts, but the main base is still ahead.

The bridge to the south is protected by two Spell Towers, three Brothers of Light, and two Glamour Casters. Brothers of Light do a significant amount of damage, but they are not well armored and so should be no problem. Again, concentrate on attacking the Spell Towers before turning your attention to the troops. To the south of the bridge is the final platinum mine on this map. Build a Smelting Tower and move your Spiders down to harvest the mine as soon as your other one is depleted.



The road once again turns east here, and just ahead are six Kerran Cavalry, four Templars, and two Spirit Talkers. As before, have your spellcasters focus their fire on the Templars while your Grunts attack the Cavalry. When the road is clear, bring a Trickster down to scout in the east.

The bridge to the east is covered with traps, and two Temple Knights and Spell Towers guard it. Because of the two Spell Towers, it is difficult to get your Trickster near the traps to disable them. Get rid of the first few traps and move the Trickster to safety.

Getting past the Temple Knights is not easy. Carefully micromanage your units during the upcoming battle; they have a tendency to separate as they run off toward new targets. Have your Grunts destroy the first set of Spell Towers and the nearby Knights, then pull back before proceeding beyond the bridge.



NOTE



When you reach the bridge guarded by the Temple Knights, you are very close to the Dawn Brotherhood's main base. Be careful to keep a close eye on the actions of your troops as they have a tendency to wander forward in search of new targets. Use Defend mode to ensure that they do not run too far ahead—you need to inch, not sprint, your way toward the Ogre's Spire.

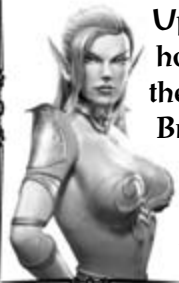
When healed, move your army over the bridge and attack the Dawn Spire just beyond. Two more Spell Towers are to the east; have your Grunts take them down. Do not proceed east until the Dawn Spire is destroyed.

Send your Trickster east to scout the base. You see Barran Barrananok discussing his plans, which evidently do not include sticking around as you stomp his stronghold. Barrananok disappears through the Ogre's Spire. The base is occupied by two large forces. One stands at the entrance, and another, including the powerful Mahouts, is near the eastern wall. Numerous Spell Towers line the southwestern bank of the Plainscutter River. Use the Trickster to lure the force near the entrance back to your army, who should be waiting in ambush near the ruins of the Dawn Spire.



After that force is conquered, march into the base and attack the force near the Ogre's Spire. Do not approach the Ogre's Spire if you want to finish razing the base and collect the experience. First, take out the Mahouts and their associates, then destroy the Spell Towers to the northwest.

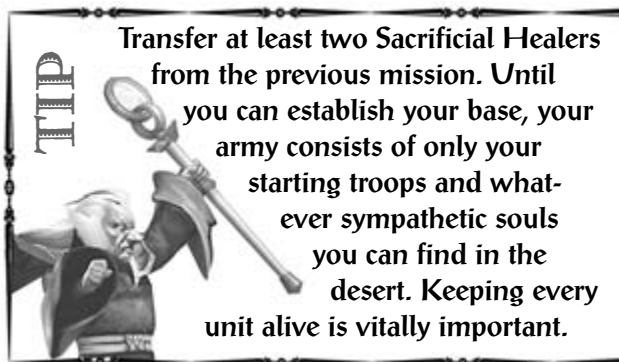
NOTE



Upon entering the Dawn Brotherhood base, keep your armies near the southern end. The Dawn Brotherhood forces have collected there, and the northeastern border of the base is lined with Spell Towers.



When the enemies and the Towers are down, raze all the buildings. Then approach the Ogre's Spire to follow Barran Barrananok into the Rujarkian Hills.



MISSION 6: CONTENTION

MISSION INFO

- ◆ Transfer Points: 42
- ◆ Mission Overview: Barrananok's forces have slipped into the Rujarkian Hills. Establish a strong base here to guard against a surprise attack.
- ◆ Primary Objective: Construct four buildings on Rujark's Throne.
- ◆ Area: Rujarkian Hills

MISSION OBJECTIVES

- ◆ Construct a Stronghold, Ogre Barracks, Summoning Star, and Sacrificial Altar on top of Rujark's Throne.
- ◆ Slay the elementals at the mine.
- ◆ Find the Goblin chieftain, Abinor.
- ◆ Escort Abinor to the stone heads in the east.



NEW BUILDING

Blackfire Spire

NEW UNIT

Summoner

After following Barran Barrananok into the Rujarkian Hills, you meet with Xorin, who informs you that the local Gnolls and Goblins refuse to say anything about the Dawn Brotherhood's presence. To establish yourself in the region, you must build a base atop Rujark's Throne. Unfortunately, the area is the subject of a territorial battle between the Gnolls and Goblins. Thus you must find a means of aligning yourself with one of these factions in order to gain access to the Throne.

Your lord and starting troops begin in the map's southwestern corner. Immediately move north and continue past the path leading to the south-east until you see a Rosch Val Grey Gnoll being attacked by two Goblin Aggressors. Packs of tigers also wander the desert, and such a pack may come along as you approach the Gnoll. Ignore the tigers for now and immediately get to work killing the Goblins. After you kill the Goblins, turn your attention to the tigers, which are relatively weak and only dangerous because of their numbers.



The Gnoll offers a deal since you saved him: Remove the elementals guarding the southern mine and he will take you to his leader to gain access to Rujark's Throne. Move east until you see a lone Goblin guarding the path to the Throne. He also makes you a deal: Free the Goblin chieftain, Abinor, from the Gnolls' clutches, and Abinor will grant you access to the Throne.

NOTE



Both the Goblins and the Gnolls offer you tasks to complete in order to win their alliance. However, you can only complete one of these tasks, as aligning yourself with either group causes the other to become hostile. We recommend that you align yourself with the Goblins because they have greater numbers, which make for more allies when you begin building your base. However, walkthroughs for both quests are presented here.

Before completing either the Goblin or the Gnoll quest, move north through the desert, until you see a small area guarded by two Gnolls. Kill them to free their prisoners, a Trickster and a Frostbringer. Add the Frostbringer to your army, then activate the Trickster's Sneak ability and scout to the east.



Two things are worth noting in the eastern desert: A large group of Goblins near the eastern border, and a platinum mine just northwest of these Goblins. Move your army to the platinum mine, where two Hammerskull Grunts join you and give you 75 platinum.

The Dawn Brotherhood base is just northeast of this mine, but it is extremely well fortified and should not be approached yet. You may need to attack it later, but for now, return west. Make your way up the path to Abinor's prison, which is uncovered when you receive the Free Abinor quest. Do not proceed all the way to the prison unless you plan on aligning yourself with the Goblins. Along the road, you are attacked by five Tesch Mas Gnolls and two Rosch Val Gnolls. You hear someone scream that it is an ambush, and a Summoner and a Frostbringer appear nearby. Kill the Gnolls, and add the new members to your army. Now it is time to choose sides.



THE GNOLL QUEST

As stated previously, we recommend that you align yourself with the Goblins. However, if you choose to help the Gnolls, return to the path heading southeast from the starting location. A pack of tigers is nearby; kill them before proceeding. A huge force of Gnolls and Goblins is just ahead. Rush by them, following the path around to the southwest. The Gnolls briefly pursue, but give up quickly.

Kill the Goblins guarding the mine, then attack the elementals. They are weak and easily destroyed. Return to the Rosch Val Gnoll, and your pact with the Gnolls is complete.

Note that once you finish this quest, the Goblin quest disappears, you are given enough money to build a Stronghold, and all Gnolls on the map become friendly.



THE GOBLIN QUEST

Aligning yourself with the Goblins is the smart move. You not only have a much larger friendly army as a result, but you gain a few extra units for aiding them.

Before the pact is sealed, you must rescue Abinor. He is being held in the map's northeastern corner, and is guarded by five Tesch Mas Gnolls and two Rosch Val Gnolls. Keep your spellcasters back and have your Grunts storm the prison. After the guards are dead, Abinor tells you to take him to the Stone Heads in the east. Add him to your party, then head east.

The Rosch Val Grey is waiting nearby, with a large force of Gnolls ready to attack. Focus your attacks on the Grey first and deal with the other Gnolls after you kill him. Escort Abinor to the large Goblin force near the map's eastern border. He leaves the group, but gives you control of Rujark's Throne and three Goblin Aggressors to boot.



NOTE

No matter which faction you align with, you find a bonus in your new ally's camp. Each has a chest containing a Summon Werewolf spell—in the Gnoll camp it is on the western side. The Goblin chest is located at the southern end of their camp.



ESTABLISHING THE BASE

After aligning yourself with either of the factions, you have enough platinum to build a Stronghold, but not much else. Ascend the Throne and build a Stronghold in the center of the mesa. When completed, the Stronghold provides you with a Clockwork Spider.

Break your group into a small party (ideally your lord, two Grunts, and a Sacrificial Healer), and a large party (assigned to guard the Spider). Send the Spider to harvest the mine in the north.

The next goal is to make enough money to construct the required buildings, which is not easy in this region. There is, however, something that allows you to make a great deal of platinum very quickly. Your small party is in charge of finding it.



Move them east, past the Stone Heads, and up the small path. The path bends to the south, where several tigers lie in wait. Kill them and continue south along the path.



CAUTION

As you concern yourself with the progress of your splinter party, don't ignore the troops protecting the Clockwork Spider. Small groups of Dawn Brotherhood forces and Gnolls attack your troops and base repeatedly from the moment it is established, so keep an eye on them to ensure they are handling the enemy onslaught and keeping your assets safe.



Continue moving your small party south along the path, killing any tigers you encounter. You pass several pack mules, as well—see the sidebar at the end of this mission for something fun to do with these mules. The path turns west and ends at a large pack of tigers guarding a chest. The tigers are weak, but because there are many of them, carefully inch your way toward the chest, killing the tigers in small groups. Inside the chest you find a Bristlebane's Bounty spell, which steals platinum from an enemy core building.

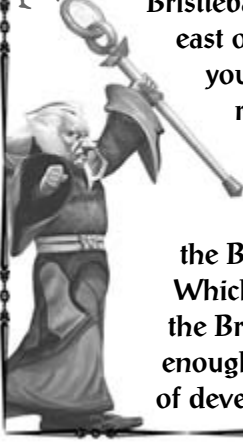


There are two methods for using the Bristlebane's Bounty. One is incredibly difficult, and is likely to take the majority of your army to accomplish, as well as kill them in the process. This method requires that you give the Bristlebane's Bounty to your Trickster, then send your entire force to siege the well-fortified Dawn Brotherhood base to the north. It isn't easy, as there are several high-level units guarding the entrance, two upgraded Spirit Towers, and many Glamour Casters and Element Masters on a ridge, giving them a high-ground advantage over your advancing army.




For the best results with the least loss of life, use a hit-and-run tactic instead. Approach the base and engage the Dawn Brotherhood just long enough to allow your Trickster to slip into the base and activate his Sneak ability outside the range of the Spell Towers. Immediately pull your army out as soon as your Trickster is safely inside, then move him east until he is in range to use the Bristlebane's Bounty on the Rallyhouse.

TIP



There is a second, easier, though somewhat less noble method, which ironically requires you to take the high ground. Move the unit holding the Bristlebane's Bounty up the path just east of the Stone Heads, where you returned Abinor after his rescue. Move the unit along the north side of this ridge until you have a view of the Rallyhouse. Then, use the Bristlebane's Bounty on it. Whichever method you choose, the Bristlebane's Bounty gives you enough money for your next phase of development.



By now, the northern mine is most likely depleted, so send the Clockwork Spider to the southern mine. Have its escort remain with it, and keep your smaller party on the mesa, guarding the base. Once the path to the mine is cleared of tigers, you can regroup your army and leave everyone to defend the base—the Spider can continue mining.



You need to construct an Ogre Barracks, a Summoning Star, and a Sacrificial Altar to complete the mission, but you also need to build a Thieves' Guild and a Sparring Ground in order to access the latter two buildings. With the platinum from the two mines and the Dawn Brotherhood's Rallyhouse, you have more than enough to complete the base.

WHAT ABOUT THOSE PACK MULES?

If you head south from Abinor's prison, you encounter a Flayer named Nol-Lidllib. The Flayer does not attack you, but instead commands you to feed him. You get a free unit if you provide him with a pack-mule lunch.

Ten pack mules in all are scattered over the map. One is waiting atop Rujark's Throne. Another is just to the east, in the Goblin camp. Two more are in the area just above the southern mine, one near the mine itself and the other a little bit to the north. One mule is waiting in the tiger-filled area just southwest of the Goblin camp. Two are near the Gnoll camp, one in the passage leading north from Abinor's prison, and the other in the road leading to the main Gnoll camp. The remaining mules are situated on the path leading to the chest containing Bristlebane's Bounty.

To claim a mule, have a unit approach it, and the mule becomes active. Move the mules one by one down to Nod-Lidllib, who kills them when they get near. After devouring all ten, the Flayer explodes, and you are rewarded with one of his previous meals: a Burglar of Tohl.



MISSION 7: THE FORGE OF RALLOS

MISSION INFO

- ◆ Transfer Points: 48
- ◆ Mission Overview: We've chased Barran Barrananok into an ancient Ogre ruin. See what secrets this place may hold.
- ◆ Primary Objective: Find the key to the Crypt of Rallos Zek.
- ◆ Area: The Forge of Rallos

MISSION OBJECTIVES

- ◆ Reach the gates of Rallos' Forge.
- ◆ A champion has been chosen from among your kind. Let him enter the Forge of Rallos and face our challenge.
- ◆ Kill Barran Barrananok.
- ◆ Claim the key.

NEW BUILDING

Underworld Rift

NEW UNITS

Mogri



Your lord has followed Barran Barrananok to the Forge of Rallos, where the Dawn Brotherhood general has set up camp outside an ancient Ogre ruin. The Ogre prisoner, Ruk, reveals that this is not just any ruin, but an ancient Ogre holy site. It is a former temple to the Ogre god of war, Rallos Zek, and the site of battles between Ogre champions for the right to guard the key to Rallos Zek's crypt. Inside the temple, according to Ruk, lies this key. Your lord must get it before Barran Barrananok does.

Your lord begins just east of your starting base. The base only has a Stronghold, two Bone Piles, and some Clockwork Spiders, though you also begin with a Venom Spitter, a Trickster, and a few other units. Queue up some Clockwork Spiders and build an Ogre Barracks. Have the Trickster set a plague trap near the path leading north, then move him into the safety of your base.



Send a few forces, including Hammer-skull Grunts and a Sacrificial Healer, to meet with your lord. Group them, and attack the four drachnids near your lord and the three chokidai broodsires to the east of the base. Move all of your troops behind the barricade.



Researching the Death Clutch upgrade for Bone Piles makes it much easier to defend your base. The upgrade reduces the armor resistances of any enemies who come within the Bone Pile's radius. Death Clutch is researched at the Bone Pile itself and must be researched for each Bone Pile individually.



You have been given the plans to the Underworld Rift in this mission, allowing you to train Mogri, the first of the Shadowrealm siege units. Set your troops to Defend mode just inside the barricades to your base. A group of Dawn Brotherhood forces, made up of a front guard of Highland Axemen, followed by Blackblades and Brothers of Light, and two Ballistae bringing up the rear, arrives shortly. When this force is defeated, continue expanding your base and building new units. You need everything at your disposal, so don't be frugal.



Be sure to research the upgrades for units at the relevant buildings. Of particular importance are the first two Beast of Burden upgrades, which fortify your Hammerskull Grunts and increase their damage output, and the Idle Mind upgrades, which increase the amount of mana available to your Sacrificial Healers.

Another Dawn Brotherhood force made up of Highland Axemen, Templars, and a Highland Axeman knight arrives shortly after the first. Have your melee units attack the knight, while your spellcasters focus their fire on the Templars. Two Mahouts are just behind this force, so get your troops back within range of the Bone Piles if your troops have moved too far east. If you have upgraded your Bone Piles, the resulting reduced armor resistance makes the Mahouts much easier to defeat.



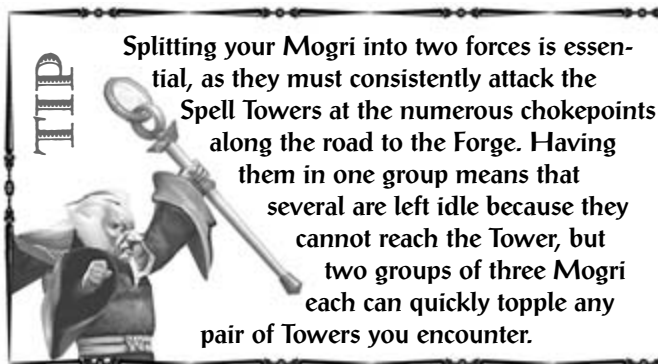
When the Mahouts are killed, take a defensive stance to the west of your Bone Piles. One more Dawn Brotherhood force is on its way. This final group consists of Templars and Brothers of Light. These don't pose much of a threat, but they are followed by three Mahouts. Again, be sure to get them in range of your Bone Piles before attacking.

The last group of Mahouts is the final Dawn Brotherhood invasion force. Now it is time to get proactive. Make sure you have at least a full group of Hammerskull Grunts, several Defilers and Frostbringers, and three or four Sacrificial Healers. Add some Brothers of Night to your melee groups to take advantage of their Instill Doubt ability. You also need at least six Mogri, separated into two groups of three.

Move your army east, then follow the road leading northeast into a large clearing. Have your ranged units lead, because you encounter a few flying acid drakes along the way.



Send a Trickster north to scout the lay of the land. Just ahead is the first gate, guarded by a strong Dawn Brotherhood force. Several Kerran Cavalry, Highland Axemen, and Brothers of Light guard two Spell Towers. Most problematic are the Flame Casters situated on a hills to the east and west of the gate—their positions make them unreachable for melee units.



Have your Mogri groups lead the charge, sending them straight at the two Spell Towers. The rest of your forces should follow behind them to attack the troops. If you transferred any Summoners from the previous mission, have them target the Flame Casters. Otherwise, have Frostbringers or Defilers attack them, though they are not as effective as Summoners because the Flame Casters have resistance to elemental and poison damage.



After the gate is secured, rest and reinforce your army. Replace any units that were lost as your Trickster scouts to the north. Destroy the traps on the road ahead. Also note the three drachnids to the north. Continue destroying traps and following the road to the west. You find a second gate, this one guarded by two Spell Towers, Kerran Cavalry, Infiltrators, Templars, and Mahouts. A Ballista also sits to the north, and another elevated Flame Caster is in the south.

Move your army toward the second gate, killing the drachnids on the way. Follow the same strategy when engaging the troops at the gate: Send your Mogri in first to attack the Spell Towers, then follow with your main force. Remember to have spellcasters take out the Flame Caster before it can do too much damage.

If you have any platinum left, reinforce your troops once again. You are likely running low, but there is only one more fight before another source of platinum becomes available.



NOTE

Be sure to save enough platinum for a Smelting Tower. The second mine on this map is a long trek from your base, and having a local drop-off point for your Spiders is vital.



West of the second gate is a nest of three giant fire beetles. Kill them, then rest and heal near the bend where the road turns north. Send your Trickster north to scout the next gate, which is just ahead. Four Axemen, two Element Masters, two Blackblades, a Temple Knight, and two Spell Towers guard this gate.

Send your Mogri against the Spell Towers, and concentrate the rest of your fire on the Temple Knight. When he is

defeated, attack the Axemen, Blackblades, and Element Masters. This is a tough battle, primarily because the gate is at a narrow chokepoint. Make sure your troops get close enough to the gate to have some room to maneuver. Even after the gate is secure, the battle is not over.

A knighted Temple Knight, as well as several regular Temple Knights and Ballistae, arrive from the north. Throw everything at the knight first, then attack his followers.



Continue up the road, which bends to the east and leads to a platinum mine. Build a Smelting Tower and bring your Spiders up to harvest while your troops regain their health and mana. You must reinforce your army, replacing any troops you lost in the preceding battles—the Dawn Brotherhood base is just up the road.

TIP

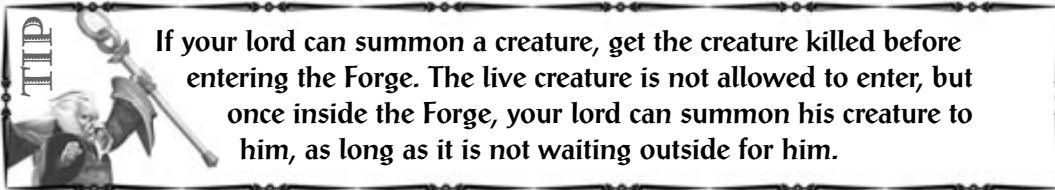


Before attacking the Dawn Brotherhood base, be sure you reinforce your army. This time, add two more groups of three Mogri each, as the base is guarded by many upgraded Spell Towers. Mogri can also make razing the base itself a much quicker affair.

When your army is rested and ready, move them past the mine until the road turns south. Scout ahead with a Trickster; what you find is not pretty—four upgraded Spell Towers and four Temple Knights guard the entrance to the base. Send your Mogri against the Towers, and be sure to concentrate the attacks of your other troops. Temple Knights are tough opponents and have good resistances, but you can make quick work of them if you have your forces eliminate them one at a time.

CHAPTER 5: SHADOWREALM CAMPAIGN

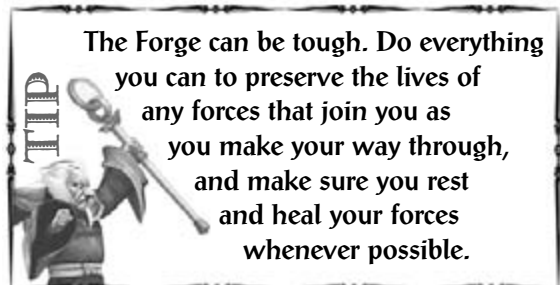
Beyond the Towers is the base itself. The forces here are no trouble after you have defeated the Knights and Towers. When the base is destroyed, once again rest and gather your strength; there is one last battle before you reach the Forge.



Travel east along the road from the ruins of the Dawn Brotherhood base. A small force of Dawn Brotherhood Axemen and Temple Knights attacks from a path leading south. Choke them off at the tip of the path, and place a healer near your front line to keep your troops standing. After this fight is over, move your lord east to the Forge of Rallos Zek.



Only your lord can enter the Forge and attempt to complete its challenges. Before entering, heal and replenish your lord's mana or stamina. When he is at full strength, walk through the torches to be teleported into the Forge.



A long passageway leads to two Hammer-skull Grunts and two Summoners. Attack the Summoners first, then kill the Grunts. When the Grunts die, two skeleton warriors rise in their place and fight along-side you. The prisoners flee the room, but a Gaz Warrior and a shadowknight remain behind. Send your lord, the two new units, and the skeleton warriors into the room to the south.



Two Hammerskull Grunts, two Summoners, a Trickster, and a Sacrificial Healer are in this room. Kill the Healer first, then attack the rest. Focus your attacks, having everyone fight the same enemy. You get another skeleton warrior when the Grunts are dead.



CAUTION

In the second room of the Forge, a training dummy named Hallford attacks your units. Hallford follows you through the forge, pestering you. He cannot do any damage, and he is invulnerable to all attacks.

However, he does try to attack you, and your units automatically attack in return. Once Hallford starts following your troops, you must be very careful to make sure they are fighting actual threats and not this invincible but harmless nuisance.



Another pair of Summoners, two Hammerskull Grunts, and a Trickster wait in the next room to the south. Kill them, and another skeleton warrior appears when the Grunts are defeated. Open the two chests here. One contains a Darkwater Pearl Ring, which increases the wearer's health regeneration, and the other contains a Poisoned Web spell. Continue south, ignoring Hallford as best you can.

The next room contains three Summoners, a Sacrificial Healer, a Trickster, and six Hammerskull Grunts. Kill the Healer first, then the Summoners, and finally the Grunts and the Trickster. More skeleton warriors rise to replace those you have lost. Open the chest in the north to find a Summon Goblin Archer scroll with two charges. Summon both Goblin Archers and send a single unit down the hallway leading west.



The next room is filled with spellcasters, Sacrificial Healers, and Hammerskull Grunts. Move a single unit into the room to get their attention, then run the unit back to your forces.

Concentrate your attacks on a single opponent at a time, and kill the Healers first. Now move your entire force into the room and kill the Grunts and whatever spellcasters remain, including a Hammerskull Grunt knight near the passage leading west.



At this point, you should have a few skeleton warriors and two Goblin Archers. Follow the passage west, and it splits to the west and south at a pair of The Wretched. Kill The Wretched, then slowly move into the southern chamber, which is filled with Mogri. Try to attract one or two Mogri away, and focus your attacks to kill them one at a time. At the end of the chamber is a chest containing an Elixir of Solusek Ro, which protects your party from elemental damage.

Now head west. The final chamber in the Forge contains many Frostbringers and Summoners, as well as four Mogri guarding chests. In the chests are a Bonds of Tunare spell, which slows enemy movement, a Lightning Blast scroll, a Summon Skeleton spell, and a Summon Goblin Archers scroll. Slowly go through the room, killing the spellcasters first and then attacking the Mogri. Collect all of the goods from the chests, then head to the portal at the western side of the chamber. Approach the portal, and the second stage of the challenge begins.



The good news is that the training dummy is gone. The bad news is that you are standing in a huge pool of lava. Quickly move your lord and whatever units remain to one of the small islands. Kill the Mogri that approach, then use whatever summon spells remain from the first section of the challenge.

Continue west, moving from island to island. Two T'Xol Mogri attack, so have your Archers and your lord, if he can attack flying units, kill them as quickly as possible. Rest up, as Barran Barrananok is just ahead.



NOTE



You must kill Barrananok to complete the next stage of the challenge. Barrananok is a high-level paladin, and he is guarded by four other paladins. His cohorts are not tough, but they continue to heal Barrananok as you fight. Have your support troops engage them to distract them from healing, then have your lord focus on attacking Barrananok. If your lord is losing the battle, have the other troops join the attack. Barrananok has a good deal of health, but you can defeat him with your lord and support troops.

After Barrananok is defeated, you must claim the key to Rallos Zek's crypt. Follow the passage that heads south from the lava pit. Three Mogri knights are guarding the hallway that leads to the key. Fight your way to the chamber. As you approach the key, Solruua Dain appears and attacks your lord, then flees with the key.



MISSION 8: GRAVE DEVELOPMENTS

MISSION INFO

- ◆ Transfer Points: 54
- ◆ Mission Overview: The Brotherhood is using tricks learned from Solruua to reanimate their fallen soldiers. Destroy their undead army!
- ◆ Primary Objective: Destroy all of the Brotherhood's priests and undead.
- ◆ Area: Lichhill Commons



MISSION OBJECTIVES

- ◆ Slay the Brotherhood priests before their undead minions can destroy our Stronghold.
- ◆ Destroy the remaining undead forces.

NEW BUILDING

Balloon Works

NEW UNITS

Venom Spitter



Solruua Dain has taught the Dawn Brotherhood the secrets of necromancy, and the Brotherhood is using this knowledge to assemble an undead army in the Lichhill Commons. Your lord must assemble an army to kill the Brotherhood priests and their undead forces before the Brotherhood uses this knowledge to conquer the land.

This mission is frantic at the start and becomes even more so as it continues. You begin with two small forces guarding the southern and northern entrances to your base, which includes a Summoning Star and an Ogre Barracks. The entrances are also both guarded by Bone Piles.

Select the units at the northern entrance and move them south. Select your lord and all the transfer units that are standing in the center of your base and group them. Move them to the northern entrance. Waves of undead attack constantly, so set each group to Defend mode.



NOTE

As the undead swarm your base, your Bone Piles will be primary targets. Be sure to keep them in top repair at all times, and immediately replace those that are destroyed. As soon as you can afford it, research Death Clutch at each Bone Pile.



Build a few more Clockwork Spiders, then start building up your base. You won't need Mogri in this mission, but building the Underworld Rift allows you to build the Balloon Works and train Venom Spitters. Start building Hammer-skull Grunts, Defilers, and Sacrificial Healers. Once you have a large enough force—at least three Grunts, three Defilers, and three Sacrificial Healers—set them to Defend mode near the Bone Piles at the northern entrance.

NOTE

Set your forces at the northern and southern entrances in two separate groups so you can easily jump to them and check their health and status as you begin the hunt for the Brotherhood priests.



Select your lord and the transfer units and start hunting. You want at least two Sacrificial Healers and several spellcasters in this group. If you do not have these, keep the group in your base until you can build them. Five priests are running all over the map. They move quickly, so killing them is not easy. As soon as you attack a priest, he speeds away, running from one cemetery to the next.



Your best bet is to attack them during the brief moment when they stop to raise more undead. If you can get a few hits in, they go down easily. When a priest dies, he turns into a dracoliche with a powerful breath attack. Killing the dracoliches releases artifacts, including several Summon Werewolf scrolls. Use these to add to your hunting force.



NOTE

Do not concentrate on your hunting group to the detriment of your defensive forces at the base. Be sure to check their health often, and reinforce any groups that are being killed off. Also repair your Bone Piles constantly; without them, your defensive forces are at a disadvantage.



If you have trouble finding all the priests, create a second hunting group to cover more of the map. Again, be sure to have a few Healers and Frostbringers in any group hunting priests to deal with the dracoliches.

As more priests die, the undead swarms dissipate. After you kill the last priest, you must sweep the map and kill any remaining undead. It shouldn't be too difficult to find them; they head for your base as soon as they are raised. After all of the undead are destroyed, the mission ends.



MISSION 9: AN ENEMY IN NEED

MISSION INFO

- ◆ Transfer Points: 54
- ◆ Mission Overview: The Goblins of the gorge are under siege by the Dawn Brotherhood. Draw them into an alliance with the Shadowrealm.
- ◆ Primary Objective: Destroy all Dawn Brotherhood forces in the gorge.
- ◆ Area: The Goblin's Gorge

MISSION OBJECTIVES

- ◆ Destroy all Brotherhood forces in the gorge.
- ◆ Find all Dawn Brotherhood execution parties before they destroy the Goblins.
- ◆ Free the captured shadowknights to obtain the construction plans from Abinor.

NEW BUILDINGS

Nightkeep

NEW UNITS

Goblin Blitzers

The Wretched

The Dawn Brotherhood has moved into the Goblin's Gorge and is attempting to wipe out all traces of the Goblin forces. Xorin has arranged a deal with the Goblins—if your lord can defeat the execution parties heading toward the Goblin camps, the Goblins provide you with pilots for Xorin's Goblin Blitzers.

Furthermore, if you can rescue the Troll shadowknights that have been captured by the Dawn Brotherhood, Abinor will provide you with construction plans, which Xorin can use to create the Nightkeep, home of The Wretched, a powerful Troll shadowknight melee unit.



At the outset, you have only some Bone Piles guarding the northern and southern entrances to your base and a handful of units. Immediately build an Ogre Barracks and some Clockwork Spiders. Set the rally point for the barracks on your lord, and the rally point for the stronghold on the nearby mine. Select all of your starting units and send them north toward the Goblin camp in the northwestern corner.

About halfway to the camp, your forces encounter five skeleton warriors. Quickly destroy them and keep moving to the camp.

NOTE



Every time you visit a Goblin camp, you are rewarded with two Goblin Blitzers. These are especially useful in this mission, because the majority of the Dawn Brotherhood forces you encounter have no ability to attack air units.



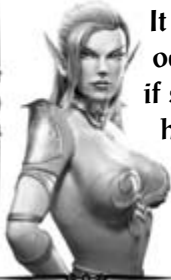
CHAPTER 5: SHADOWREALM CAMPAIGN

Move through the Goblin camp and to the east. Three drogmor are just east of the camp. Kill them quickly and follow the road south. A few drakes guard the road. Have your ranged units attack them. Soon, the first execution party arrives, heading toward the camp through which you just passed.

Every execution party has the same units: A knighted Temple Knight, two Flame Casters, and several more Temple Knights. Concentrate your attacks on the knighted unit first, then attack his followers. Leave the Flame Casters for last. When you have killed the first execution party, quickly move all of your forces, including the Goblin Blitzers, to the Goblin camp in the desert's southwestern corner.

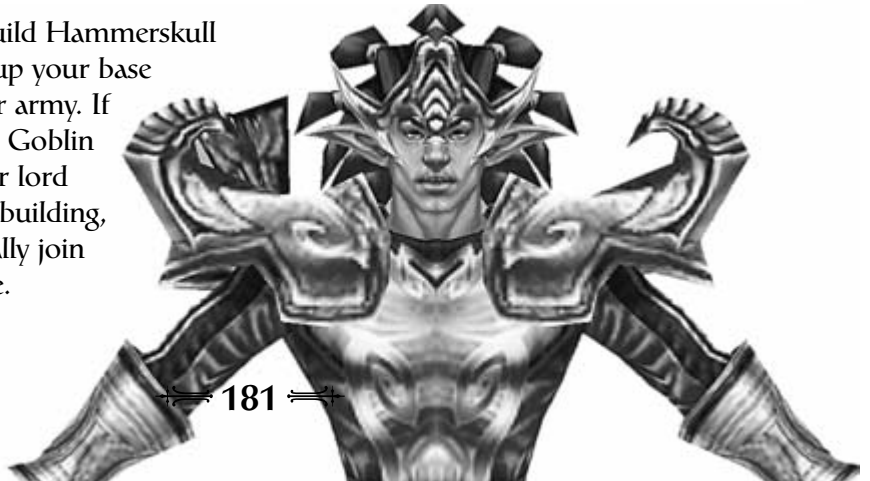


NOTE




It is very difficult to save every Goblin camp. The second two attacks occur almost simultaneously, and your starting forces will be decimated if split into two groups. If you want to attempt to save all of the camps, however, set the rally point for your unit-producing buildings in the Goblin camp near the map's northeastern corner. You cannot build enough to stop the invasion, but you may hold them off until your main force arrives.

As your party moves, build Hammerskull Grunts. Begin building up your base and adding units to your army. If you don't mind losing a Goblin camp or two, make your lord the rally point for every building, so new units automatically join your forces on the move.



The second execution party arrives at the southwestern camp just before your forces. Again, the party consists of a knighted Temple Knight, two Flame Casters, and several regular Temple Knights. Two more Goblin Blitzers join you once you reach the second base. During the second attack, the third execution party moves in on a camp to the northeast. If you choose to rush over there after stopping the second invasion, avoid the center of the map—your force is not strong enough to venture there yet.





NOTE By this point, you should have built most of the lower-level production buildings. Train a steady stream of Hammerskull Grunts, Defilers, and Sacrificial Healers. Also begin building the advanced buildings, including a Blackfire Spire and an Underworld Rift.



Shortly after the second execution party is destroyed, a Dawn Brotherhood army, made up of Element Masters and Highland Axemen, moves in on your base. Move your forces there to stop them. When the invasion is crushed, march toward the southeastern portion of the map.

Now your traveling army is large enough to handle most threats. Reset the rally points for unit-producing buildings to the center of your base and begin building up a defensive army. More Dawn Brotherhood forces are on the way, and you must defend against them while your larger force accomplishes the mission objectives.

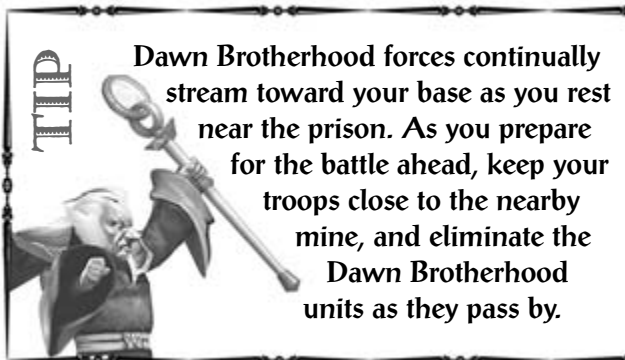
CHAPTER 5: SHADOWREALM CAMPAIGN

The third and final execution party is moving in on the Goblin camps in the southeast. Your forces, especially with the Goblin Blitzers helping, can easily take them. When the final execution party is destroyed, hunt for the shadowknights.

Visit all of the remaining Goblin camps and build up your force of Blitzers. When you have a good number of them, start moving your army to the map's center. In the dead center, you find the shadowknights; six of them are being held prisoner in a pen and are guarded by several Temple Knights. Attack the Temple Knights and use your aerial units to your advantage—the Temple Knights have no recourse against their bomb-throwing ways.



When the guards are destroyed, the shadowknights—six Wretched—are free and join your army. Two nearby Flame Casters are also available for your use. The chest in the center of the pen contains an Earring of Solstice, which increases the mana regeneration rate for the wearer. Give this artifact to your lord or any knight that casts spells. If none of your knights are spellcasters, give it to your most powerful Sacrificial Healer.



Your army is large enough to take on the Dawn Brotherhood base at this point, but if you want reinforcements, a platinum mine just to the south of the shadowknight prison can provide the funds to train them. Rest and heal near the prison, and add any units you think you might need in the upcoming battle.

The path to the Dawn Brotherhood base lies to the northwest of the prison. Send your Goblin Blitzers in first: The road is guarded by several upgraded Spell Towers, situated on high ground that your units cannot reach. Clear the path, then march your troops in.

The base is guarded by Temple Knights, Highland Axemen, and spellcasters. Wipe out the army, sending your melee units in first and keep your spellcasters behind for support. The entrance to the base is a chokepoint, and you want your strongest units at the front line.



When the Dawn Brotherhood troops are wiped out, attack the Dawn Spire in the center of the base. Next, destroy the other unit-producing buildings. Finally, kill all of the villagers. The Dawn Brotherhood threat is almost eradicated.

MISSION 10: THREE KINGS

MISSION INFO

- ♦ Transfer Points: 68
- ♦ Mission Overview: The Dawn Brotherhood kings are meeting with Solruua in the Unkempt Woods. We have the opportunity to kill them all with one blow. Kill the kings!
- ♦ Primary Objective: Kill kings Jraden, Mallorn, and S'ehume.
- ♦ Area: The Unkempt Woods

MISSION OBJECTIVES

- ♦ Make your way east and find your forward base.
- ♦ You have found your base. The three kings are in the north. Distract the Dawn Brotherhood and strike.

NEW BUILDINGS

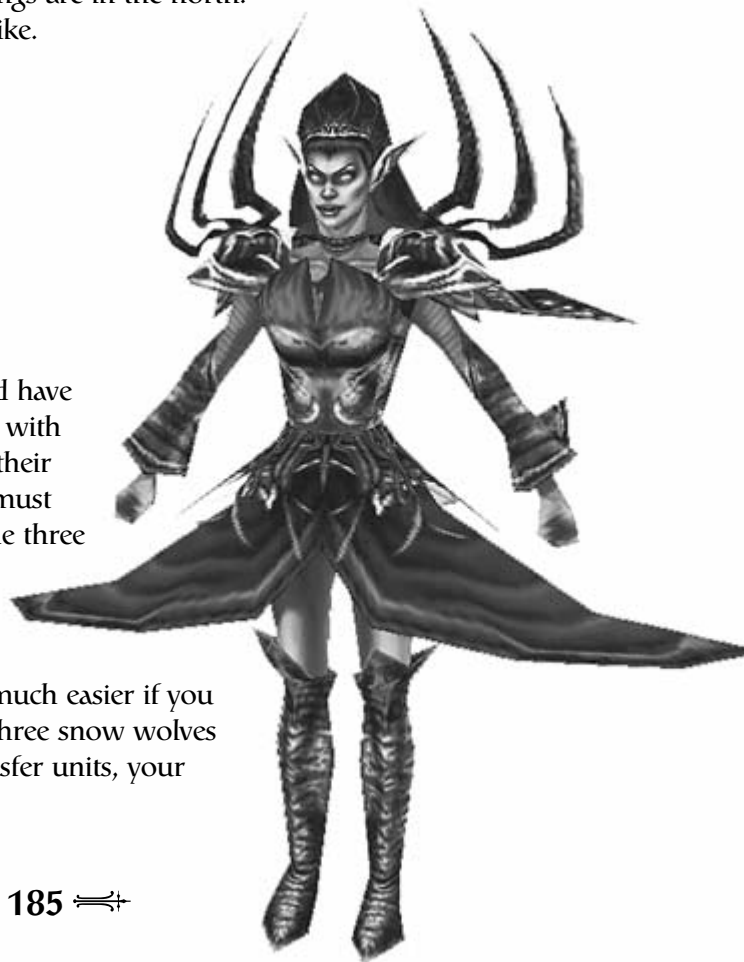
None

NEW UNITS

None

The three kings of the Dawn Brotherhood have gathered in the Unkempt Woods to meet with Solruua Dain. It is time to put an end to their sinister plans once and for all. Your lord must establish a base, build an army, execute the three leaders of the Brotherhood, and destroy all Dawn Brotherhood buildings.

Though you are told to head east to find your base, your impending regicides are much easier if you first head down the path leading south. Three snow wolves are prowling the road, but with your transfer units, your starting force is fairly powerful.



Continue down the path until you see a small lake to your west. Head into the lake and kill the Bloodgill Goblins. They are fairly tough, but they are no match for your forces as long as they do not attack your spellcasters. A small path leads north from this lake to three more snow wolves. Kill them as well—you can gain a great deal of experience on the way to your base.



At the end of the path you encounter three Hammerskull Grunts. Add them to your army, then wade into the river to the east. On the eastern bank of the river is a lone Hammerskull Grunt. Add him too, then head back into the river and go south.

Four snow wolves are on a hill nearby. Kill them, then continue along the path to a ruined building guarded by three skeleton warriors. These are the first undead units you face but they are not the last. The terrain ahead is full of undead legions. Open the nearby chest for a Regrowth of the Grove spell, which temporarily increases your troops' health regeneration.



Return to the river's eastern bank, where you found the solitary Grunt. Follow the path south. You come to a large floating skull, a representative of the Ring of Scale, who addresses your lord. Two dragons have been imprisoned by the Dawn Brotherhood. He says that if you can free them, they will prove a valuable ally against the Dawn Brotherhood kings.



NOTE



After speaking with the skull, return to the starting point and follow the path east to your base, or wind your way through the icy map and earn a great deal of experience. We recommend that you take the latter path, but the former is much quicker and much, much easier.

Follow the path leading northeast from the skull. Ahead are several skeleton warriors and pikemen guarding a chest containing a Lightning Blast scroll. Kill the skeletons, grab the scroll, and return to the skull. Follow the path east.



To the east of the skull is a large pool full of high-level Bloodgill Goblins. Wade slowly through the lake—they are too many to take on all at once, but if you take them on in small groups you can easily make it through. Follow the paths north and east through the icy hills. Undead are everywhere—primarily skeleton warriors, skeleton pikemen, and zombies, but also the occasional spectre.

North of the Ogre Spire is a hill occupied by several zombies. Kill them and destroy the crypts. A nearby chest contains a Bonds of Tunare spell, which slows all nearby enemies. Continue north into the map's center. It is swarming with undead, so proceed cautiously.



Near the map's center are several spectres guarding a chest containing an Explorer's Locket, which increases the wearer's movement speed. Kill all of the undead here, then make your way to the road to the north. Follow the road as it heads east, then bends to the south. Near the bend, you are attacked by a large force of skeleton pikemen. Near this group is a chest containing another Regrowth of the Grove spell. After you destroy the pikemen, continue down the road. Two more Hammerskull Grunts join your force just ahead.

The road crosses a river and heads southwest. Leave the road and wade north into the river. A camp of high-level Bloodgill Goblins is up ahead. Kill them all, then return to the road that bends to the southeast. The base is just through a small canyon ahead.



The base contains a stronghold, a Sacrificial Altar, an Ogre Barracks, and two Bone Piles near the northern river. Begin reinforcing your army and build a few Clockwork Spiders to speed up the harvesting. Two paths lead to the Dawn Brotherhood base to the north. The easier road is the river straight to the north of your base. Another path, from a canyon south-east of your base, leads to a better-guarded entrance. Take the northern path.



The first Dawn Brotherhood outpost is occupied by Highland Axemen and Temple Knights. Kill them, then destroy the Spell Towers protecting the south-eastern entrance. To the northwest are two platinum mines guarded by a force including a Highland Axeman knight, a Glamour Caster knight, and a Mahout. Defeat the guards, and destroy the Spell Towers near the second mine. Rest and then continue north.

Two upgraded Spell Towers guard a land bridge leading north. Destroy them, then move north. Two more Towers have been constructed on the other side. Destroy these as well. The main Dawn Brotherhood base is just ahead.

Enter the base and attack any regular units you find. Destroy the unit-producing buildings, but be careful about engaging the kings' guards. There are six guards in total (two for each king), located in pairs at the east, north, and west of the base. Kill the paladin guards, but don't engage the kings yet. They are immune to everything but piercing damage, and the Shadowrealm have no units that do piercing damage.





At the northern border of the Dawn Brotherhood base, two large gates block off a large area to the west. Destroy the gates. Imprisoned behind them are two dragons, which are now under your control. Send them into the Dawn Brotherhood base, and target the kings one by one.



The dragons kill the kings quickly and easily.



TIP



If you did not speak to the skull, the dragons will not help you. There is another way to kill the kings, but it is slightly more difficult: Build a Smelting Tower near the two mines south of the Dawn Brotherhood base, then build a Bone Pile near the Tower and research the Death Clutch upgrade. When you reach the kings, attack them and lead them down to the Bone Pile. Their immunity is removed while they are within the Bone Pile's area of effect, and your troops are now able to inflict damage.

MISSION 11: NIGHTKEEP

MISSION INFO

- ◆ Transfer Points: 76
- ◆ Mission Overview: We must lure the Brotherhood into a trap we're preparing. Hold our new base until the teleportation gate can be activated.
- ◆ Primary Objective: Protect the teleportation gate until it is activated.
- ◆ Area: Forest of Night

MISSION OBJECTIVES

- ◆ Reach the Shadowrealm base.
- ◆ Find and return Murrple's scroll.
- ◆ Find and kill Lord Palasa.
- ◆ Return to Aiendu.
- ◆ Defend your base until the teleportation gate has been completed.

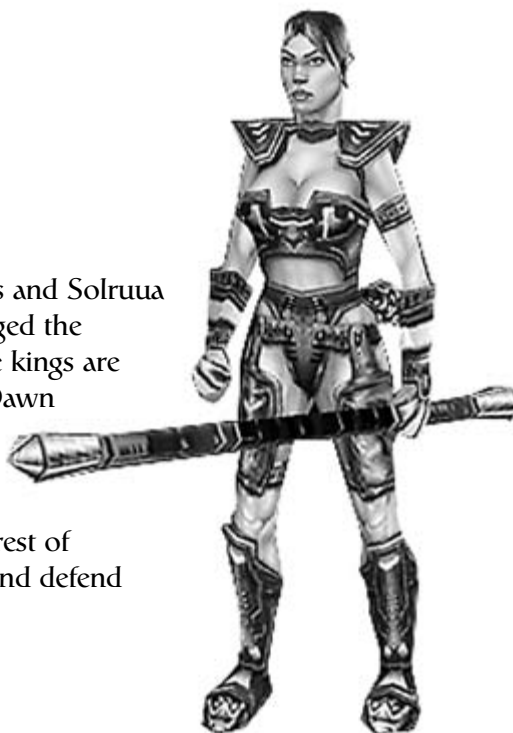
NEW BUILDINGS

Temple of Hate

NEW UNITS

T'Xol Mogri

The meeting between the Dawn Brotherhood kings and Solruua was a set up: Solruua was not there and had arranged the meeting knowing that your lord would invade. The kings are now dead, just as she wanted, and the remaining Dawn Brotherhood forces have rallied around her. Xorin has developed a plan to trap the Dawn Brotherhood, but he must modify an Ogre Spire for the plan to work. Lead your troops into the Forest of Night, make your way to the Shadowrealm base, and defend it until the trap is prepared.



To the northwest of the starting point is a Goblin merchant named Murrgle. He has lost a scroll in the burning woods to the east and offers to reveal the location of some platinum if you can return this scroll.



NOTE



Murrgle's quest is entirely optional. You will probably find the platinum mines on your own. However, you do get a Summon Goblin Archer scroll out of the deal, as well as some experience, so his offer is worth considering.



Move your starting forces east toward the burning woods. The first Dawn Brotherhood forces you encounter are four Highland Axemen and two Kerran Calvary, which wait amongst some trees to the north.

A small Dawn Brotherhood camp is situated just to the south of here. The scroll is located in the camp, and there are two entrances: one at the north end and one at the east. The camp is heavily fortified, and either route requires serious engagement.

Move south into the outpost, where Mahouts, Spirit Talkers, Kerran Cavalry, and Highland Axemen guard the entrance. Several Templars are also there and should be your first targets. Target the Cavalry next because their Kick ability can stun your units.



CHAPTER 5: SHADOWREALM CAMPAIGN

When the entrance to the camp is clear, move in and to the east. More Axemen, Cavalry, and Spirit Talkers attack. The scroll and a Clockwork Spider are to the north. When the remaining Dawn Brotherhood forces are dead, grab the scroll, and send the Clockwork Spider to a safe spot in the northwest corner. Return to Murrple and drop the scroll. He reveals the locations of two platinum mines on the map and lets you keep the scroll, which summons a Goblin Archer.



Move east past the Dawn Brotherhood camp and turn south. Another large force of Brotherhood units waits just south of the burning woods. Axemen, Kerran Cavalry, and Mahouts attack your troops as they approach. Kill them all and travel east into the small Dawn Brotherhood base. More Mahouts and Axemen are waiting. Kill them, then destroy the Rallyhouse and the Guildhall. The first platinum mine is nearby. Build a Stronghold here, then

move the Spider from the northwest corner to the mine. A chest with a Hand of Entropy spell, which weakens an enemy structure, is nearby.

The base is located in the southeast corner. As you approach, a knighted Brother of Night, Sileu the Silent, joins you. Quickly kill the Blackblade, attack the Ogre Barracks, then move south and destroy the Flame Casters and Mahouts assaulting the Summoning Star. Repair the Summoning Star, then move to the Wretched, who joins your force.



NOTE

After you reach the base, it takes 20 minutes for the trap to be complete. You have some leeway at the beginning—the Dawn Brotherhood do not strike until the trap is almost complete. Get out and explore the map once the countdown begins.

The base is already equipped with all the unit-producing buildings you need: an Ogre Barracks, a Summoning Star, and a Temple of Hate. In fact, you only need the latter. Begin spending all of your platinum to build a force of T'Xol Mogri—aerial siege units that are, without a doubt, the strongest unit in the Shadowrealm army.



Once you have five or six T'Xol Mogri, march your entire force to the west. A large Brotherhood force—made up of Axemen, Spirit Talkers, Kerran Cavalry, and Flame Casters—waits on a hill just to the west of your base. Send the T'Xol Mogri after them; the Dawn Brotherhood warriors are helpless against aerial units. Proceed west, hugging the southern map border.

West of the hill, a High Elf enchanter named Aiendu stands in a small cemetery. Speak with her. She offers to show you another source of platinum if you agree to kill Lord Palasa, the Dawn Brotherhood leader who broke the peace between the Brotherhood and the Elddar Alliance to join forces with Solruua.

NOTE



Like Murrple's quest, Aiendu's quest to kill Lord Palasa is not obligatory. However, if you do not help her kill the treacherous Dawn Brotherhood leader, you will not be able to access the platinum mine north of your base.



Continue west, staying as close to the southern border as possible. To the north is the primary Dawn Brotherhood base, which you should avoid at all costs. Five wolf spirits prowl the path just west of the main Brotherhood base. Kill them and continue along the path southwest to three bears. Kill the bears and follow the path north.



Two Spell Towers guard the entrance to this outpost. Have the T'Xol Mogri attack the Towers while your ground forces attack the Mahouts and Ballistae nearby. It is important that you destroy the Ballistae and kill the Mahouts first; they are both powerful anti-air units and can do serious damage to your T'Xol Mogri.

North of the Towers is Lord Palasa. He has no guards and is easily killed. Once he is dead, return to Aiendu, who opens a path to a platinum mine just north of your base. Build a Smelting Tower nearby and move your Spiders down to harvest this mine.



Return your army to your base. The clock is ticking down, and the Dawn Brotherhood forces will be attacking any minute. Continue building T'Xol Mogri with every bit of platinum you mine. With about five minutes left, a large force of Kerran Cavalry attacks your base. Blockade the western entrances with your ground troops and have the T'Xol Mogri attack from the skies. A large force of Mahouts arrives next. Once the Mahouts stampede is stopped, it is only a short time until the trap is complete.



MISSION 12: AVATAR OF DEATH

MISSION INFO

- ◆ Transfer Points: 84
- ◆ Mission Overview: We've found the Crypt of War! Prevent Solruua from claiming the prize she has sought.
- Primary Objective: Kill Solruua Dain.
- ◆ Area: The Crypt of War

MISSION OBJECTIVES

- ◆ Kill Solruua Dain.
- ◆ Destroy the wardstones.
- ◆ Find the thief.

NEW BUILDINGS

None

NEW UNITS

None



CHAPTER 5: SHADOWREALM CAMPAIGN


Solruua Dain's intention was always simple destruction. She has one final target to destroy: your lord. With his death she will prove herself to be the champion of Rallos Zek and will wreak havoc across Norrath. You must find Solruua Dain and kill her.

You begin in the map's southwest corner, with only a Stronghold and an Ogre Barracks. Build a Sparring Ground so that you can access Bone Piles, and move all your starting troops to the north.



A small Dawn Brotherhood outpost is just north of your base, guarded by a few Element Masters, Highland Axemen, and two Spell Towers. Destroy everything, including the Rallyhouse and the Beastlord Hold, and continue north. Another group of Axemen and Element Masters guards the path leading north, but they are easily defeated by your superior units.

The first platinum mine is here; build a Smelting Tower and then build one or two Clockwork Spiders to mine it. Your Sparring Grounds should be completed, as well, so build one or two Bone Piles at your base.



NOTE

Platinum is scarce and extremely important in this mission. Do not overspend on less powerful units you do not need later. You need more than two or three Clockwork Spiders working at all times. Be as frugal as possible so you can work up the tech tree to the more powerful units.

North of the platinum mine is King Hurn-Kruek of the Kromrif ice giants. He informs your lord that Solruua is attempting to become the champion of Rallos Zek but that it is actually your lord's destiny to hold that title. He offers the aid of the ice giants to your cause, with the only stipulation being that you break the wardstones that have trapped the giants in the region. He also gives you a scroll of Summon Giant, which can summon three ice giant spellcasters for your use.



After speaking with Hurn-Kruek, your base is attacked by a group of Brothers of Light and Mahouts. The Bone Piles hold them momentarily, but hurry your army back to the base and fight off the attackers. When your base is secured, begin exploring to the west.



A group of Kerran Cavalry, Mahouts, Element Masters, and Highland Axemen are guarding the path. Defeat the group, and pay special attention that you do not lose any units. Every member of your army counts in the early part of this mission, because you simply cannot afford the funds to replace them.



Beyond this group, near two frozen ice giants, is the first wardstone. Destroy the wardstone to release them, and two Kromrif Savages join your army. Directly to the south is a Beastlord Hold guarded by Mahouts and Element Masters. Destroy this tiny outpost and its guards, then continue west.

The road splits, with one path heading north and one continuing west. Leave the ice giants and a Sacrificial Healer behind to guard the crossroads—Dawn Brotherhood units continue arriving in small groups, and guarding the crossroads prevents them from reaching your base. This also prevents you from needing to continually rush back to defend it.



Move the rest of your forces west. The road splits again. Continue north, where a pack of snow wolves is waiting in the road. Kill the wolves and continue along the road, which bends around to the south.

Around the bend is a group of Mahouts and Element Masters. Beyond them, Element Masters guard a Flame Caster and a Ballista, which are positioned to ambush the road to the east. Kill the spellcasters and destroy the siege units, then travel

south where another ambush party of siege units waits. Destroy them, then return your forces to the crossroads guarded by the ice giants.

March your army north to another Dawn Brotherhood outpost, with a Guildhall and a Rallyhouse. Raze the base, and destroy the nearby wardstone to free three Kromrif Savages. A platinum mine is here as well; build a Smelting Tower and move your Spiders to the new mine if the first one has been emptied.



TIP



As you deplete mines, sell the Smelting Towers you constructed near them. Every piece of platinum helps bolster your army for the assault on Solruua's base.

Return south to the road, and continue moving west into the unexplored territory. The path splits again, with a very small route heading north and the main road continuing east. Once again, leave some giants and a Healer to guard the crossroads and move your main force west. Another Dawn Brotherhood outpost with a Phantasmal Pool and a Lightfall Abbey sits at the road's end. Destroy both buildings and the wardstone. Three more Savages join your forces. Return to the guards at the crossroads.



NOTE



At this point you should begin building up your base, if you have not already started. Strive for both a Nightkeep and a Temple of Hate, although if you must choose between them, go with the Temple. There is very little platinum available before your first major battle, but a decent-sized group of T'Xol Mogri puts you at a significant advantage.

Return your army to the path guarded by the giants, where Highland Axemen and Mahouts are coming from the north to attack your base. Slowly make your way up the narrow path, killing every Axeman and Mahout you encounter. When the path widens, a town occupied by the Dawn Brotherhood is to your west.

CHAPTER 5: SHADOWREALM CAMPAIGN

Rest here and regain all health, mana, and stamina. Set all your troops to Defend mode, with the melee units to the west of the spellcasters. Now run a unit into the base and then back out to lure some of the guards at the entrance.



Solruua has the best of both the Shadowrealm and the Dawn Brotherhood at her disposal. The base is protected by Temple Knights, Highland Axemen, Element Masters, Glamour Casters, Hammerskull Grunts, and the Wretched. You need to move in slowly but steadily, because your force will be terribly overwhelmed if you just run in swinging.

Once the entry guards are cleared, continue into the town. More Dawn Brotherhood units attack. Fight your way to the south, where several Glamour Casters and Element Masters guard the final wardstone, which has trapped six Kromrif Savages. Kill the spellcasters and destroy the stone. If your troops need healing, an Elven Healer is found to the north, who aids your troops if they move near him.



NOTE

Gwid, a bloodgill Goblin merchant, is standing in his stall near the entrance to the town. He asks you to help him find a thief who has been stealing from him.

West of your base, a human named Andar is standing in front of a lone house. Speak with him. He tells

you that his friends can help you get rid of Solruua and that your lord should

meet him at the crossroads. Follow Andar into the town. Two Tricksters are waiting, and they steal some platinum from you and run to a portal in the small clearing north of the town.

Follow them through the portal. You're attacked by several animations and four Tricksters. One of these drops a Bristlebane's Bounty scroll when killed. Use it on the nearby stronghold for 500 platinum. When the Tricksters are dead, return to Gwid and he rewards you with a Summon Drake spell with five charges and a Mass Insanity spell with two charges.




Begin moving west again. A small path splits off to the south, where a few Mahouts and Highland Axemen guard a platinum mine. Kill them, construct a Smelting Tower near the mine, and move your Spiders here when the previous mine runs dry.



Return north and continue moving west. The road turns south; just beyond the turn you encounter five Mahouts, two Element Masters, and three Glamour Casters. Clear the road, and rest and heal here. Set your troops to Defend mode, then send a single unit down the road to the southeast. Several Axemen and Mahouts charge after your unit; lead them back to your army to slay them.



March your whole army down around the bend to the east. Have a spellcaster or two attack the Ballista on the hill to the south, while the rest of your troops concentrate on the many Mahouts, Flame Casters, and Axemen guarding the area. When the area is clear, march up the road to the Dawn Brotherhood base ahead. This outpost has a guildhall and two Beastlord holds. Destroy them, then return down the hill and back north to the road.



NOTE

In the map's southwestern corner is the last platinum mine available before you seriously engage Solruua's forces. Build a Smelting Tower there. Use all of the money you have mined to summon a group of T'Xol Mogri. Keep summoning T'Xol Mogri until the money runs out. You want at least six, though eight is preferable.

Move all of your units to the road that leads north, situated just west of the town. Wait and rest here. Split your T'Xol Mogri into two groups, then begin marching your entire army north. A large force guards the path. It contains numerous Axemen, three Mahouts, two Hammerskull Grunts, Spirit Talkers, and Glamour Casters.



Have your ground forces engage the enemy on the road, while your two groups of T'Xol Mogri attack the Spell Towers and siege units situated on the hills to the east and west of the path.

After you break through their line, the battle is not over. The Dawn Brotherhood base is just up the road, protected by several Spell Towers and a few straggler units. Destroy everything, including a battleworks, a spell tower, and a guild-hall located on a hill in the southwest.



NOTE



As you destroy the Brotherhood base, be very careful that your troops steer clear of the large gates to the west. Another difficult battle is just ahead, and you probably need time to recover.

Gather your troops at the eastern side of the Dawn Brotherhood base to rest and recuperate. A platinum mine is here, so build a Smelting Tower and move your Spiders up if the two mines to the south have been emptied. Use this money to build more T'Xol Mogri or, if you still have a good group of them, to research the Vile Aura upgrade.



When your troops are healed and at full mana and stamina, send the T'Xol Mogri toward the gate. Just north of the gate you see a Ballista and a Flame Caster. Destroy them both. Now move your entire army toward the gate.

CHAPTER 5: SHADOWREALM CAMPAIGN

The gate is blocked by a line of Temple Knights, led by a knighted Wretched. Behind them, several spellcasters stand with Lady Alyna, a Barbarian lord. Attack the knighted Wretched first, then break through the Temple Knights. When a path has been cleared through the Temple Knights, concentrate all attacks on Lady Alyna.



Beyond the gates, the road turns to the north. Send your T'Xol Mogri ahead to destroy the Flame Caster and the Ballista on the hill near the next, otherwise unguarded, gate.



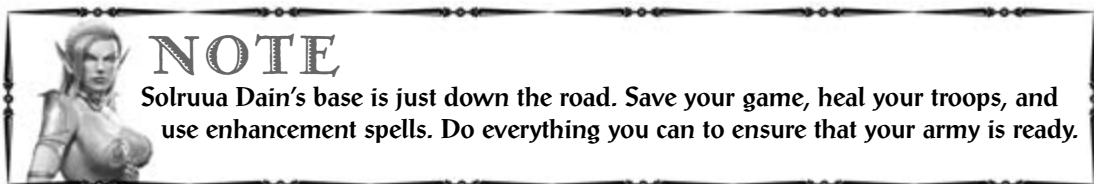
When Lady Alyna dies, she drops four artifacts: A scroll of Lightning Blast, Journeyman's Boots (which greatly increase movement speed but must be manually triggered), a Band of Woven Flesh (which greatly increases the bearer's health), and a Mass Insanity spell (which temporarily turns a group of enemies to your side).



Follow the road down to the east. You encounter another Dawn Brotherhood group made up of Axemen, Ballistae, Kerran Cavalry, and guarded by two Spell Towers. Again, have the T'Xol Mogri target the towers while your ground forces engage the enemy units.

Another gate lies to the southeast; this one is protected by a mix of Dawn Brotherhood and Shadowrealm units, including Frostbringers, Summoners, Goblin Blitzers, and a T'Xol Mogri. Through the gate is a small outpost, with a Balloon Works and several Ballistae, Blitzers, and Frostbringers. Destroy everything, then build a Smelting Tower by the nearby mine.

Now is the time to reinforce your army, if needed. T'Xol Mogri are essential and, if you have a Nightkeep, so are the Wretched. When you are ready, continue moving southeast along the road, then turn north at the split. Follow the path to the northwest, where you find a Temple of Hate. Level it, then return to the main road.



Charge down the road to the southeast. Send the giants first, the T'Xol Mogri next, and bring up the rear with your melee units and spell-casters. A large force of Shadowrealm units guards the entrance, but once you break through, the fight is almost over.

When your troops move into the base, immediately find Solruua Dain. She is standing to the south, past the Bone Piles and the buildings.

Send everything you have at her, ignoring all other threats. With the combined force of your army, she is easily defeated.

With Solruua Dain's death, Rallos Zek arises from his crypt. He names your lord his champion, and shows your lord visions of a carnage-filled wasteland created at his behest. Your army is, indeed, victorious.



CHAPTER 6

DAWN BROTHERHOOD CAMPAIGN

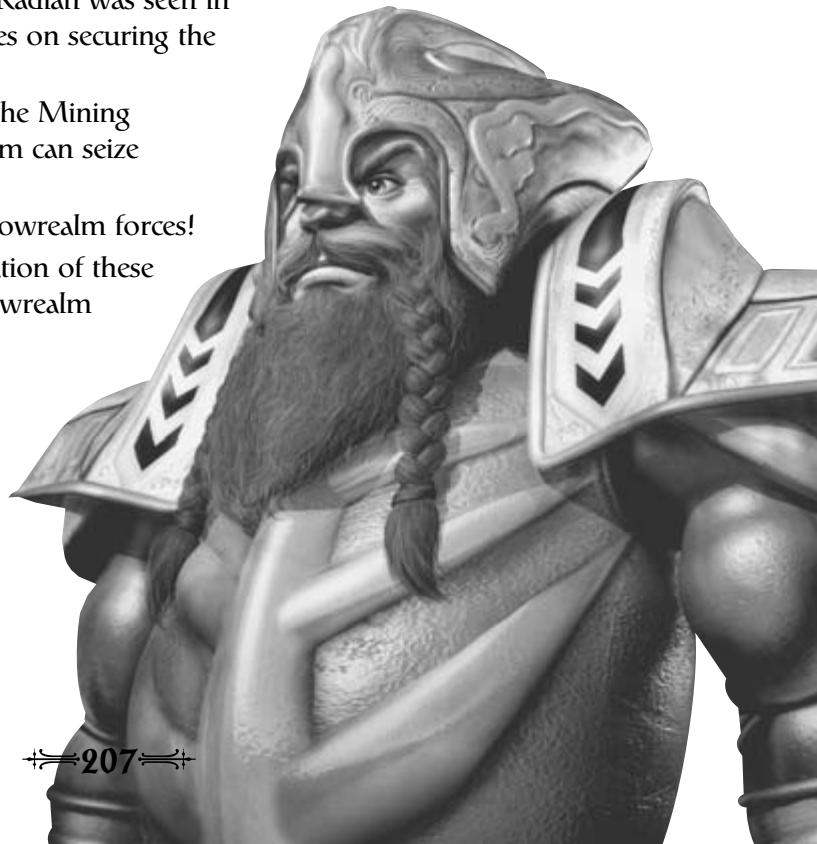
MISSION 1: ALL THAT GLITTERS

MISSION INFO

- ◆ Transfer Points: N/A
- ◆ Mission Overview: Goblins have seized control of the Alliance's platinum field nearby. You must liberate it before the Shadowrealm arrives!
- ◆ Primary Objective: Seize control of the platinum mines.
- ◆ Area: Rivervale

MISSION OBJECTIVES

- ◆ Make your way northwest. Lord Kadian was seen in the area and may provide you clues on securing the Mining Operation!
- ◆ Continue northwest and liberate the Mining Operation before the Shadowrealm can seize the mines.
- ◆ Head north and destroy the Shadowrealm forces!
- ◆ Head south to continue the liberation of these fields before the rest of the Shadowrealm force arrives.





NEW BUILDINGS

None

NEW UNITS

Dawn Recruiter

Dwarven Strip Miner

Highland Axeman

When the mission begins, your small band of troops has captured some Shadowrealm thugs. But this small victory means little, as more Shadowrealm forces are prowling the area. The Goblins are of more immediate concern. The Elddar Alliance, ally of the Dawn Brotherhood, has sent word that the Goblins have captured the Brotherhood's platinum mines. These rich fields of platinum are also coveted by the Shadowrealm.



For now, head toward the mines and liberate them from the Goblins. Word has also come from the Elddar Alliance that one of their Elven lords, Chancellor Tohren, is

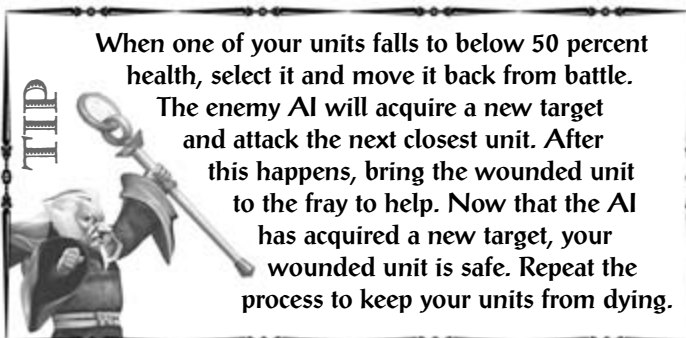
missing. Because peace still exists between the two factions, keep your eye out for the Elddar lord.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



You begin the mission with four Highland Axemen. Take them and head northwest. Six pet warders and several Tasch Mas Gnolls are lurking there and attack you, but your Axemen have no trouble dispatching them. Micro-manage your units so that none of them dies. North of this area are a few more Gnolls and a Rosch Val Gnoll, which is a spellcaster. They, too, offer little trouble.

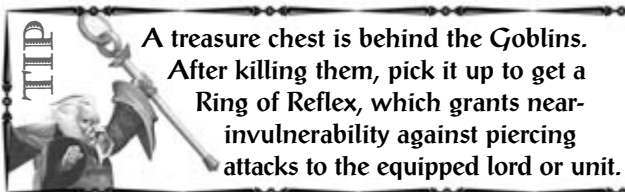


After killing these forces and continuing along the path as it moves northeast, you come to a small base where an Elven lord named Kadian awaits. He tells you to secure the mines before the Shadowrealm seizes them. He hands over control of a small campsite to you.





At the camp is a Rallyhouse and Guildhall. If you want, you can build more units, but they are not necessary. Besides, more units mean less experience points to go around. Additional units are waiting at the base to join you. Two more Highland Axemen and one Dwarven Templar come under your control. Add them to your army and continue northwest.

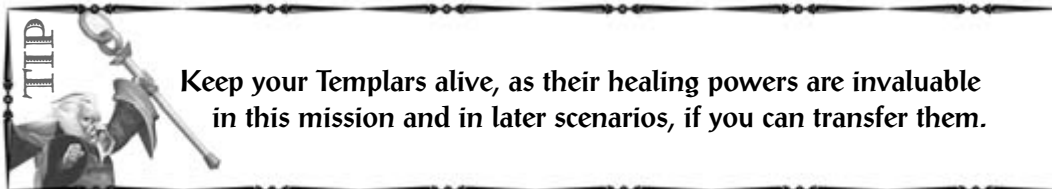


Ahead are several Goblin aggressors and a Goblin digger. Kill them and go west, where you meet more Goblin warriors. These should be little more than nuisances. After killing them and following the path, you come to a huge pyre.

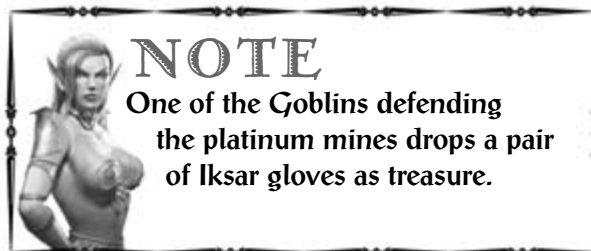


At the pyre are a few Goblin aggressors acting as scouts. But when you engage them, you find that more enemy troops are nearby to support the Goblins in battle. A chokidai whelp and half a dozen more Goblin aggressors and diggers will stream from the west to join the battle against you.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



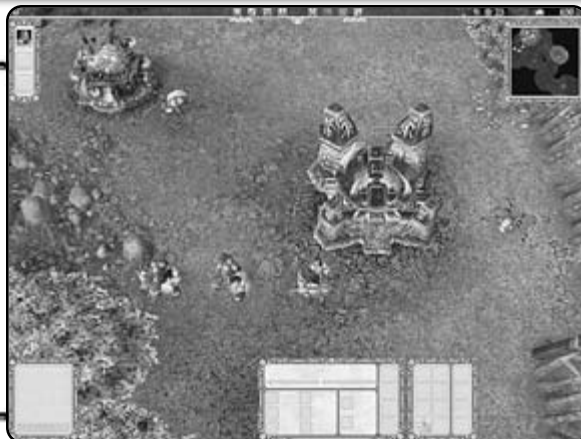
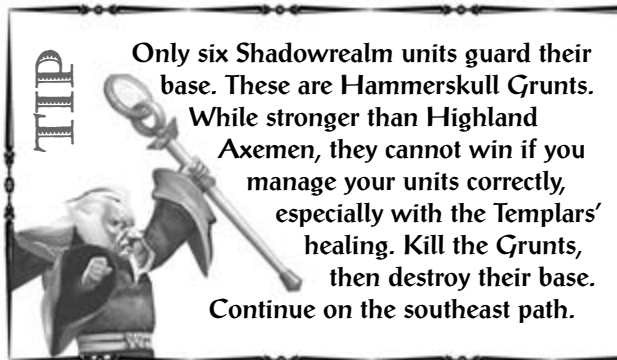
To your west is the clump of platinum mines that signals the location of the Mining Operation. Chokidai whelps and Goblin diggers guard the area. Move north to reveal the mines and kill the few remaining Goblins in the area.



After killing these enemy units, you notice a wooden wall to the south; behind it are several Goblin boneslayers that attack you from range. Go around the wall, kill them, and head southeast.

As you move southeast past the boneslayer corpses, you trigger an in-game cinematic. It reveals that the lurking Shadowrealm forces have broken through the forests and are converging on the north mines. The forces are setting up a camp to claim the mines. You have a new objective: Destroy the Shadowrealm base. You can break off the attack with the Goblins and return to the mines to destroy the Shadowrealm operations. Later return to the path to eradicate the remaining Goblins.





Regroup and make sure you are at full strength. Where you left off is a small campsite with a chokidai whelp and half a dozen more Goblins. Kill them and go south.



As you follow the path to its conclusion, three darkeye bodyguards, powerful Goblin ranged warriors, confront you.

After you defeat them, the remaining Goblin commander, Darkeye, surrenders. He promises to tell you about your mutual enemy—the Shadowrealm—if you spare his life. The mission ends, but the threat of the Shadowrealm looms larger than ever.



MISSION 2: WINTER'S DEEP

MISSION INFO

- ♦ Transfer Points: 24
- ♦ Mission Overview: The Goblin spy we captured near Rivervale says there's trouble brewing in the north. We should investigate his suspicions.
- ♦ Primary Objective: Destroy the Shadowrealm base.
- ♦ Area: Winter's Deep.

MISSION OBJECTIVES

- ♦ The Shadowrealm forces are here! We must find and eliminate their base. Keep a look out for unforeseen allies.
- ♦ Help Khargal! Find and talk to the other Gnoll clan who is suspected of stealing his sacred scroll.
- ♦ Khargal lied! Head back to his camp and free Hirun.
- ♦ Follow Hirun back to the friendly Gnoll camp. Make sure no harm comes to him!
- ♦ Hirun is safe. When ready, pick up the scroll next to Hirun to have the Gnolls help you in your fight!

NEW BUILDINGS

Guildhall

Phantasmal Pool

NEW UNITS

Glamour Caster



The Goblin spy you have captured is named Darkeye, but his information proves illuminating. The Shadowrealm's attacks on the south region of the Brotherhood's holdings have been a diversion, while the Shadowrealm set up forces on your doorstep. They aim to crush you between both fronts like a hammer falling on an anvil.

Build up your forces and destroy the Shadowrealm base that has risen in your midst. You begin the scenario with your transferred units from last mission, plus a Rallyhouse and four Dwarven Strip Miners.



Build a Guildhall and Phantasmal Pool and train two more miners to aid in platinum mining. When you finish the two buildings, train four Glamour Casters and six Highland Axemen. Take your units and head southeast.

You see an alcove in the trees, where a Gnoll leader named Khargal of the Firepaw Clan hails you to concert with him. He tells you that a nearby rival Gnoll clan named the Blacktails has stolen his clan's sacred scroll. If you retrieve it, he will lend his clan's forces to your cause.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

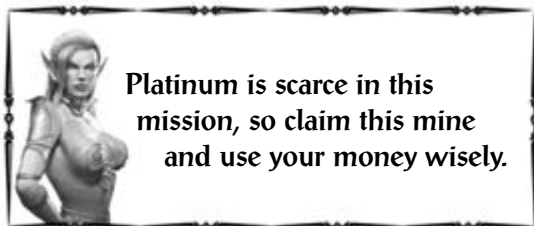
Continue along the path through the woods south. You pass the remaining portion of Khargal's base. Inside is a cage containing a captured Gnoll. Take note of this. It becomes important later.

For now, continue south, then east. Past the Gnoll camp are three wolves. Kill them, but be careful not to let your Glamour Casters rush up to the front lines. Past the pet warders are four chokidai broodsires. They are tougher, but no match for your full army.



After the path reaches its eastern end, it leads north. At this eastern end, before heading north, there are five drogmites waiting. Beyond them, guarding a platinum mine, are five hostile Gnoll pirates. By now, your first mine should be stripped clean.

Destroy the drogmites and Gnoll pirates, then set up a Silo here. Bring down your miners and start a new mining operation.



Platinum is scarce in this mission, so claim this mine and use your money wisely.



Head north with your forces across the river. A Highland Axeman appears and tells you that some Shadowrealm forces are fighting each other. Attack the Shadowrealm units within your sight range.



After that's done, continue across the river northwest to see a second Gnoll camp, led by a Gnoll enchanter named Nux. Talk to him and he tells you that he does not have the scroll of which Khargal speaks. Nux also says that Khargal has captured one of his village elders, a wise Gnoll named Hirun. Nux would like your help in securing Hirun's release. If you do so, Nux says he will help you against the Shadowrealm.

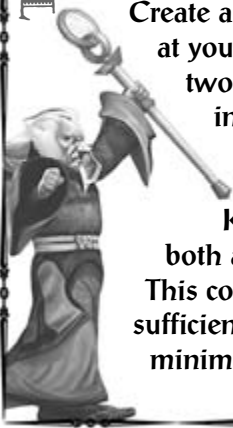
When you return to Khargal's base, he accuses you of treachery and attacks you. Don't go to him unless you are ready to engage him and his troops in battle.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

TIP

The Gnoll base consists of a dozen Gnolls, including the leader Khargal. When you fight them, you want at least that many units on your side. Create a force of six Highland Axemen and six Glamour Casters at your base so that you have two forces: the new one in the north and your original band, which will be at the south of Khargal's camp. Attack with both and meet in the middle. This combined force should be sufficient to wipe out Khargal with minimal losses.



After Khargal is dead, Hirun is freed from his prison. You must escort him to safety, following him to his village. He begins walking back to his home regardless of whether you follow. Accompany him, though, because the snow wolves and chokidai broodsires have respawned along the path.

Queue up as many Axemen and Glamour Casters as you can so you reach an army of 12 each. You'll need them soon. When you reach Nux's camp, Hirun thanks you and offers the clan's help.

After you gather your troops together near you, pick up the scroll that is next to Hirun. When you acquire the scroll, Hirun declares war on the Shadowrealm and the Gnolls in the village race to the Shadowrealm base in the map's east. Take your army and follow them.



Build up a large army of 24 units before you touch the scroll.

Along the way, you run into a force of six skeletons and another small batch of chokidai broodsires. Kill them, then continue along the path of the trailblazing Gnolls.

At the path's end is the Shadowrealm base, guarded by more than a dozen units. The Gnolls cannot win on their own, but they divert the attention of the Shadowrealm units while you crash into their flank.



CAUTION



This final battle is tough. If you have anything less than a full force of twelve Highland Axemen and six to eight Glamour Casters, victory is not assured. Pull back your lord and your two high-level, transferred units when their health dips below 50 percent. You want them to survive. Because the battle occurs after you touch Hiron's scroll, have a force of 20 to 24 units when you do so. Rush into battle, keeping your melee fighters up front and your casters in back.



Waiting at the base are a mix of two dozen units, including Hammerskull Grunts, Brothers of Night, and Defilers. After you kill them and destroy the buildings, head south. A few Brothers of Night guard another Shadowrealm building. Kill the Brothers of Night and destroy this last building, and your mission ends in victory.

MISSION 3: TURNABOUT

MISSION INFO

- ♦ Transfer Points: 29
- ♦ Mission Overview: The great paladins' city has fallen to the Elves. Barran Barrananok is refusing to leave the city, but you must rescue him.
- ♦ Primary Objective: Rescue Barran Barrananok
- ♦ Area: Marrholt

MISSION OBJECTIVES

- ♦ Head southwest and find Barran Barrananok to learn what has happened!
- ♦ Seek out the three outlying villages and escort twelve of Barran Barrananok's men to the docks. You have 20 minutes!
- ♦ You have found some of Barran Barrananok's men. Bring them to the docks.
- ♦ Barran Barrananok's men are safe! Head to the destroyed city and escort Barran Barrananok to the docks.
- ♦ Get Barran Barrananok to the docks! Make sure he does not die.

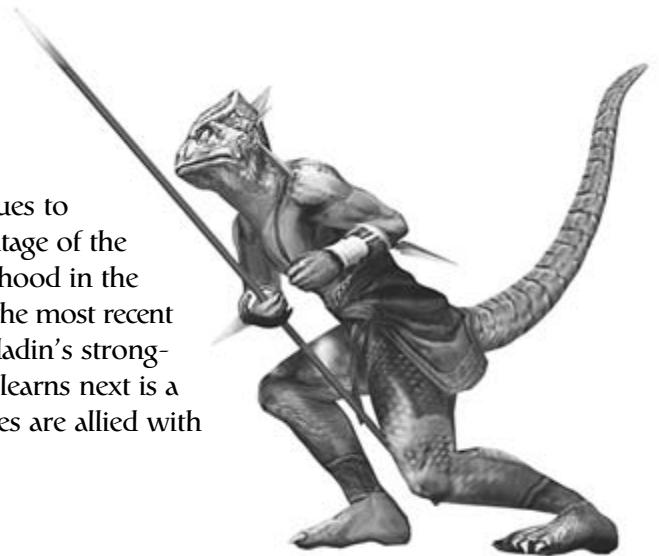
NEW BUILDINGS

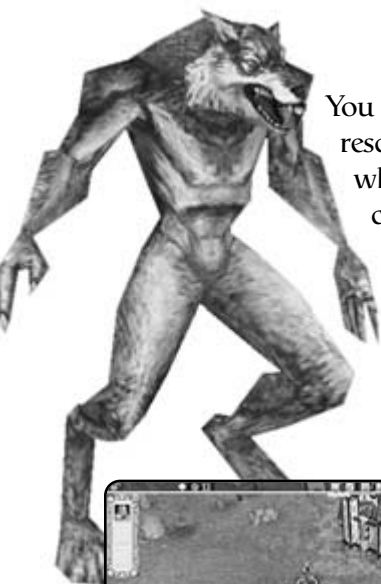
None

NEW UNITS

None

The Dawn Brotherhood's enemies list continues to grow! The treacherous Elves have taken advantage of the Shadowrealm's resurgence to stab the Brotherhood in the back. The missing Elven chancellor Tohren led the most recent Elddar Alliance thrust, which conquered the paladin's stronghold of Marrholt. But what the Brotherhood learns next is a shocking and unbelievable revelation. The Elves are allied with the Shadowrealm's vile creatures!





You must go to Marrholt and rescue Barran Barrananok, who refuses to leave the city. You begin this mission in the map's northeast corner.



Two Highland Axemen and two Spirit Talkers, led by the Barbarian Lady Alyna, join your lord and any transferred units. Lady Alyna is a weak melee unit, but she can summon a pet wolf. The Spirit Talkers can cast their Spirit of Tnarg spell to give your units temporary bonus hit points.

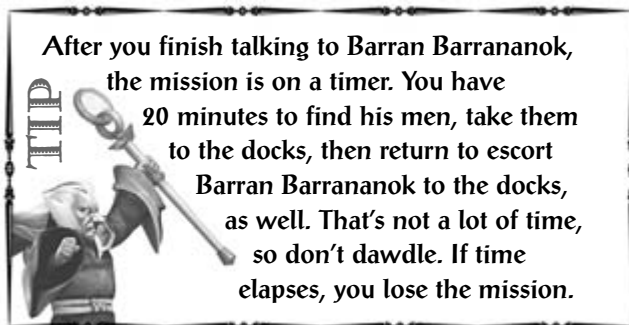
Take your small force and journey southwest along the path.

Along the way, you fight a gang of Gaz Warriors and Deadshot Archers. They prove little trouble for you. As you enter the scorched city, you meet the Highland Axeman, Ttirron. He asks you for help in convincing Barran Barrananok to abandon the ruined city. Add him to your party.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

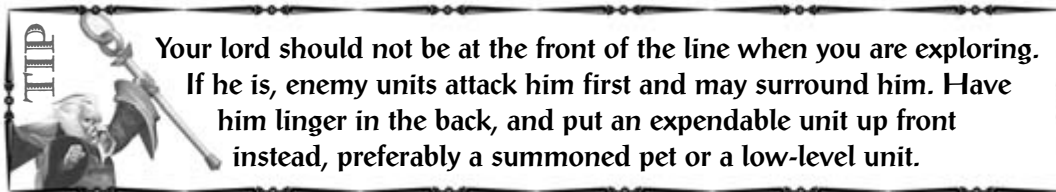
Walk west. You see Barran Barrananok, who tells you that he won't leave. Instead, he orders you to find his remaining men and take them to the docks so that they can flee. The docks in the map are revealed at the southwest map corner.



Head north through the city gates. Walk up a path. Along the way, a pack of five werewolves rush to attack you. Kill them and walk north.



When you see houses, you know you are near one of the villages. Waiting for you is a force of three Gaz Warriors and six Deadshot Archers. Make sure your lord is not at the front lines so he doesn't get surrounded. After you kill these enemies, proceed north to find some of Barrananok's men and a female commoner named Yarnulth in the village square. Take the men and return to Barran.



Now head south through the city to find the next village in the southeast. Along the path that veers southeast, fight some bloodvines, giant fire beetles, and more bloodvines.

At the end of the path, you see some of Barrananok's men being held prisoner by several Shadowrealm warriors, including Gaz Warriors and Mogri. As soon as you see the warriors, rush in and attack.

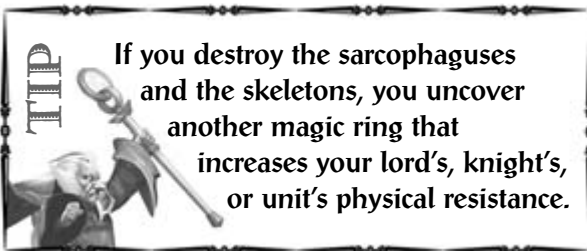


After you kill the Shadowrealm units, talk to the nearby commoner to the east. He is named Porum, and he offers you a magic ring that increases your resistance to all physical attacks.

Take the five men here and send them to the central village to rendezvous with the rest of Barrananok's men. But lead them with your units because half a dozen Gaz Warriors spawn along the return path to attack you and Barrananok's men. You must be up front to fight the Shadowrealm units since the rescued men won't defend themselves.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

When the way is safe, take your troops and head west. After you exit the gates, six skeletons rise out of the ground and attack you. You are within a graveyard, and if you attack and destroy any of the sarcophaguses here, several more skeletons rise up to fight.



At the far west end of the path, you can go either north or south. South is the way to the docks, but you want to head north to the second village. After you cross the river, you see a commoner. This is Tana. Run past her to the village square. There, you fight a band of three Gaz Warriors. Nearby are two of Barrananok's men. Select them and have them help you.



Next, walk to the north edge of town. You see four more of Barrananok's men, but also about five more Gaz Warriors. Kill them, but make sure you do not lose any of Barrananok's warriors.



Take your units and lead the way back to the central village. More Gaz Warriors and Deadshot Archers spawn along the return path. There are about eight of them. Do not engage them where you meet, because you are on lower ground. Pull back and carefully manage your units or you are dead.



Pull back when you see these Shadowrealm units so they don't get a higher ground advantage.



Take your units, as well as 12 of Barrananok's men, to the docks. You want to go south at the T-junction in the path in the west of the map. When you head south, be prepared to fight another band of several Gaz Warriors. After you kill them, proceed into the village, passing through the small fence. To the west you see the docks and a tall ship.

When Barrananok's 12 men reach the docks, they disappear. After you have loaded all 12 men onto the docks, it is time to return to Barran Barrananok to tell him his men are safe.





NOTE There are a total of 19 men to rescue in this mission. Three are in the city with Barran Barrananok. Four are in the north village. Six are in the southeast village. Six are in the northwest village. You must rescue 12 of them, which means six are expendable. When the Shadowrealm warriors attack, you must protect Barrananok's men. They can't fight for themselves so make sure you defend them.

When you return to Barran Barrananok, he acquiesces and follows you to the docks. Take him there, but beware of four Mogri that spawn at the entrance to the dock town. They are waiting for Barrananok, so kill them before they get to him.

You can run past them to the docks or fight them. Either way, as soon as Barran Barrananok reaches the docks, the mission ends in victory.

MISSION 4: TALONS OF TAKISH'HIZ

MISSION INFO

- ◆ Transfer Points: 31
- ◆ Mission Overview: The Elddar Alliance is intensifying its aggressions and is moving its forces through the Serpent's Spine Mountains. Their advance must be stopped.
- ◆ Primary Objective: Build a Spell Tower at the mouth of all three passes.
- ◆ Area: Northeastern Desert of Ro

MISSION OBJECTIVES

- ◆ Construct three Spell Towers at these locations to stop the Elddar Alliance.
- ◆ We must keep the Elddar Alliance from getting through to the lower Serpent's Spine Mountains.

NEW BUILDINGS

Spell Tower

Grove of the Tribunal

Keep of Eyes

NEW UNITS

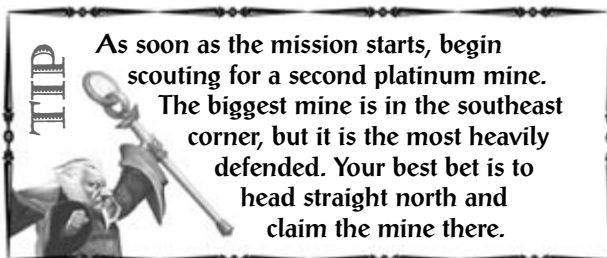
Infiltrator

Spirit Talker

Your forces quickly march to the North-eastern Desert of Ro, where you find a large army of Elves making for the Serpent's Spine pass. If the Elves reach it, the Dawn Brotherhood will be crushed between the forces of the Elves in the east and the Shadowrealm in the north. Prevent the Elves from making it across by building defensive structures at the Serpent's Spine Mountains to ward them off.



When you begin this mission, you have a Phantasmal Pool, a Guildhall, and a Rallyhouse. Nearby is a platinum mine, but it has only about 1,600 platinum in it. Find a second mine to supplement your income.



Your beginning force consists of three Axemen, a Spirit Talker, an Infiltrator, and a Glamour Caster, in addition to any units you carried over from your previous mission.

Start by walking west out of your camp. A few rock dervishes outside your camp attack you. They offer minimal resistance. As you move north, you have to face some chokidai whelps and broodsires.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

In the middle of the map, you come to an intersection where you can go west, north, or east. You want to explore and conquer all three areas eventually, so it makes no difference which area you go to first.



The largest platinum mine is to the east, but it is also the most heavily defended. The least defended mine is the one in the west. When taking the east mine, make sure you bring

along six or so Glamour Casters to take on the two fire drakes. Clear out all three paths, then place a silo at the platinum mine in the southeast and another at the north mine.



NOTE

If you go west, you fight a few drogmities. The platinum mine at the end of the path has 1,000 platinum and is guarded by two giant fire beetles.

If you go north, you find no wandering monsters along the short path to the platinum mine, but it is guarded by seven Hammerskull Grunts. This mine has 2,000 platinum.




The winding east path throws at you a gang of rock dervishes, several spiny drogmars, and two fire drakes. The platinum mine at the end of this path has 3,000 platinum, and it is guarded by a drachnid and several rock dervishes.



When you have platinum coming in steadily, begin construction of your three Spell Towers. The three towers must be built at the mouths of the three paths that lead into the middle map. That means you must build one tower in the north, one in the southwest corner, and another in the southeast corner.

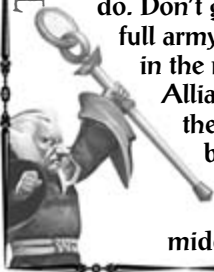
TIP



In the beginning of the mission, there is a flash on your minimap at the three locations where you need to build the Spell Towers. In addition, the spots are marked on the map. Build the Spell Towers on the marked locations.

TIP

After clearing the map of monsters, it might seem like there is nothing for your army to do. Don't get lax. Make sure you have a full army of 12 units and gather them in the middle of the map. The Elddar Alliance soon appears at one of the three mouths, and you must be able to respond quickly wherever they attack. Keeping your army fresh and in the middle of the map lets you do that.



Each time you complete a Spell Tower, a large force of enemy Elddar units spawns on the map and makes their way for the towers. If you meet them in the middle of the map, make sure you have a strong force of your own. This Elddar army of a dozen units consists of Deadshot Archers, Greensong Bards, Treants, and Wolf Riders.

Hopefully, you defeat these armies before they get to your towers. Rebuild your Spell Towers if they fall, however. You must withstand three such assault waves, so don't be complacent.

As soon as all three towers are up, the mission ends and you move to the next scenario.



MISSION 5: DARK AGENDA

MISSION INFO

- ◆ Transfer Points: 26
- ◆ Mission Overview: The Shadowrealm may be engineering the Elddar Alliance's aggressions toward us. Explore the Kithicor Woods and see if you can see any evidence to support this claim.
- ◆ Primary Objective: Find evidence of the Shadowrealm's treachery.
- ◆ Area: Kithicor Woods

MISSION OBJECTIVES

- ◆ Step 1: Find evidence of Tohren's treachery.
- ◆ Step 2: Retrieve the communiqué from Othor Kraksul's camp.
- ◆ Reach the Kerran Base.

NEW BUILDINGS

None

NEW UNITS

None

The vicious treachery of the Elves is still too shocking to believe. And in fact, the leaders of the Dawn Brotherhood suspect that the Elves' recent hostilities might not be of their doing. Perhaps they are not in their right minds.



On behalf of the Brotherhood, you set out for the Kithicor Woods to see if you can spy the Shadowrealm's handiwork behind the Elddar's actions. A Kerran scout reveals that indeed, the Elves are being tricked.

As you watch an in-game cinematic, you see a group of Highland Axemen murdering a few Elves. These Axemen rush back to Chancellor Tohren. Then they change shape to become Iksar monks! But the word of a Kerran scout is not enough to convince the Elddar council that Iksars dressed as humans have been attacking

innocent Elves in an attempt to start war between the Dawn Brotherhood and the Elddar Alliance. They need proof. You must contact the nearby Kerran camp to verify their findings, then track down this traitorous Chancellor Tohren to learn the full truth.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

You begin the scenario in the northwest corner of the map. You start with two Highland Axemen, a Kerran Cavalry, a Glamour Caster, and a Spirit Talker.



Follow the path and go left (north), and you arrive at a Shadowrealm camp comprised of a single Ogre Barracks. Guarding it are some powerful Hammerskull Grunts, Defilers, and Goblin Blitzers. Once you destroy the Barracks, though, the Blitzers fly off.

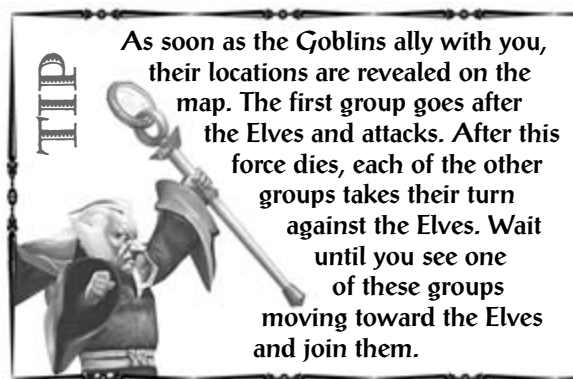


Build up an economy and base, and set out with your units along the path before you. It takes you east and to a Goblin encampment. They will join your cause if you do something for them. At the fork in the road ahead, you can go left or right. Left is a Shadowrealm camp. The Goblin leader tells you that if you destroy it, they will join you.



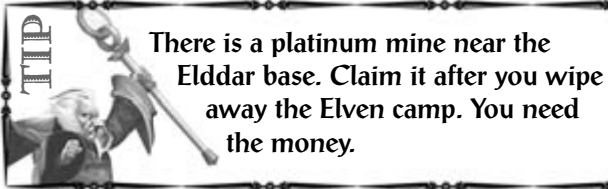
Go back to the fork and you see your newfound Goblin allies racing southeast to attack the Elves. Take the other path and you see a Kerran scout. He tells you that he spotted a mysterious Shadowrealm communique being taken to Othor Krakskul's camp. It could be the proof you are looking for.

Now continue southeast. You see that there are openings to walk southward, but follow the brick path southeast and you see a group of Eddar Elves waiting for you. They are flanked by two Heelstones, the Elves' defensive structure. Make sure you fight alongside the Goblins. Don't go it alone because defeating these Elves is much more difficult.



After destroying these Elves, continue southeast and you come upon the Eddar camp. Several buildings are in the clearing, and more Heelstones are south of the base. An Eddar lord and several Eddar units guard this base. Wipe all of them out and the camp disappears. The lord drops an item, so pick it up.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



With the base razed, you trigger another in-game cinematic. While you watch, the bloodthirsty Goblins show their true colors as they turn on you. Any Goblins that accompany you begin attacking you.

Now head west from this Elddar base, following the road. You come upon two Dawn Brotherhood Spell Towers and two Kerrans.



If you continue past the towers, you see a large group of a dozen Shadowrealm units, including Iksar monks, Frost-bringers, Hammerskull Grunts, and more. Get them to follow you and run back to the towers for support. Engage them within range of the Spell Towers for extra firepower. After they are destroyed, keep going east.



TIP



In this area is a platinum mine, which you must claim to build up an army. Later on, you need a much larger army than what you have now, so set up a mining operation here.



Keep walking east past the trees and you come to another fork in the road. A scroll of lightning and a troop of Shadowrealm units are east of you. Destroy them, keep going east, and you step into a Shadowrealm base. Demolish it.

Now return to the fork and go south. The path turns east and narrows to a very thin walkway through the woods. It leads east for some distance and then curves back west. It ends in another fork, which is guarded by two Tricksters. Go north at the fork, kill the monsters, and grab the treasure in the chest.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Now go back and keep walking west. After killing some werewolves, you come to yet another Shadowrealm base. Be prepared here, for you face a strong force of Brothers of Night, Hammerskull Grunts, Frost-bringers, and a Shadowrealm lord. Two Bone Piles support them. Use smart unit management and make sure you have a superior force of two dozen troops, including Glamour Casters, Spirit Talkers, and even some Infiltrators.



As you walk past this site of recent battle, you come into the main Shadowrealm base. This is by far your toughest fight in this mission. In addition to the mass of units here, several Goblin Blizters might be at the base. They are usually away attacking your own base, but just in case some still linger here, bring along a complement of Glamour Casters. Their ranged fire power could come in handy.

If you survive this brutal battle, look for the Hammerskull Grunt knight. Kill him and he drops the communiqué. This is the evidence you need to convince the Elves that they have been tricked by one of their own—the traitorous Elddar Chancellor Tohren, who has struck up a secret alliance with the Shadowrealm. After you claim that communiqué, the mission ends.



MISSION 6: LAST STAND

MISSION INFO

- ◆ Transfer Points: 42
- ◆ Mission Overview: Eddar Alliance troops are converging on our base at Mahri'Teil. Hold it at all costs.
- ◆ Primary Objective: Hold Mahri'Teil until reinforcements arrive.
- ◆ Area: Oasis of Marr

MISSION OBJECTIVES

- ◆ Keep the Rallyhouse standing for 20 minutes.
- ◆ Destroy the Shadowrealm's secret base and kill Tohren.

NEW BUILDINGS

Beastlord Hold

Lightfall Abbey

NEW UNITS

Kerran Cavalry

Templars

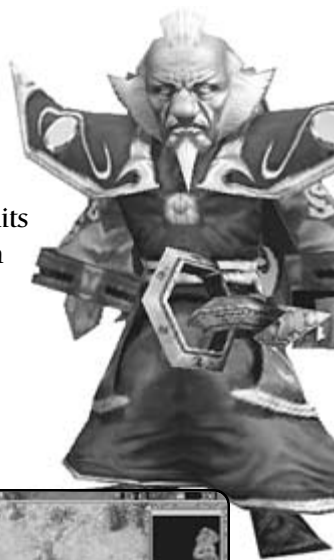
In this mission you must hold your base for 20 minutes. In addition to your transfers from the previous mission, you start with ten Highland Axemen, two Spirit Talkers, and two Kerran Cavalry.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



Start out by setting up some platinum mining. Then group all of your units together and keep them in the middle of your base.



Your camp is quite vulnerable because you are situated on top of a plateau with several ways to enter your base. Make sure you keep your Spell Towers alive. Within two minutes, the Elven forces of Chancellor Tohren attack. One force attacks from the northwest, and shortly thereafter, the other force attacks from the south.



Defending this northwest entrance to your base will be key.



The first several waves of attackers are Gaz Warriors, Deadshot Archers, and Wolf Riders. Half come from this south entrance.

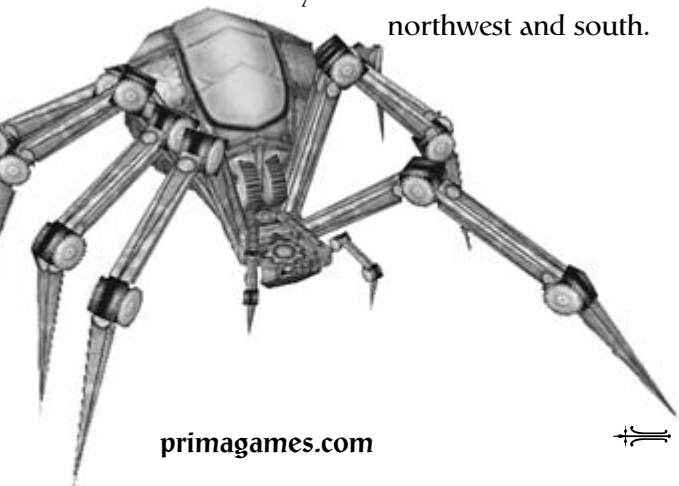
Send your army to the northwest entrance first and destroy the invaders. Then go south. Each force has about a dozen units, consisting of Wolf Riders, Deadshot Archers, and Gaz Warriors.

Because the mission is simply to protect your base, don't venture too far, if at all, from your Rallyhouse. Every two minutes or so, a small force of four to six Gaz Warriors attacks from the northwest; at the same time, four to six Wolf Riders attack from the south.



The third wave includes the siege units, Mud Elementals.

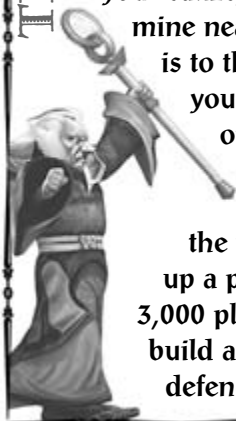
When you hit the five-minute mark, the offensive increases, as more Gaz Warriors and Mud Elementals swarm your base from both the northwest and south.



After about three waves of attackers, Chancellor Tohren sends a wave of three to four Mud Elementals from both sides. Two minutes after this, Tohren sends two Treants at you.



TIP



You need platinum faster than you realize, but there isn't a mine nearby. The closest one is to the south. As soon as you repel the first wave of attackers, head south while you have a breather and wipe out the monsters there. Then set up a platinum mine. It has 3,000 platinum, which lets you build a decent-sized army to defend your base.



Thanks to your southern expansion, you should have enough platinum to hold off this immense Elddar army.

Build a few Spell Towers around your Silo in the south. This won't thwart the southern thrust of the Elddar army, but it will delay them.

Meanwhile, build three Spell Towers around your Rallyhouse for extra fire support. Also create a Lightfall Abbey so you can train Templars. These healers keep your units alive longer, and thus make you more resilient when defending your base from the waves of attackers.



TIP

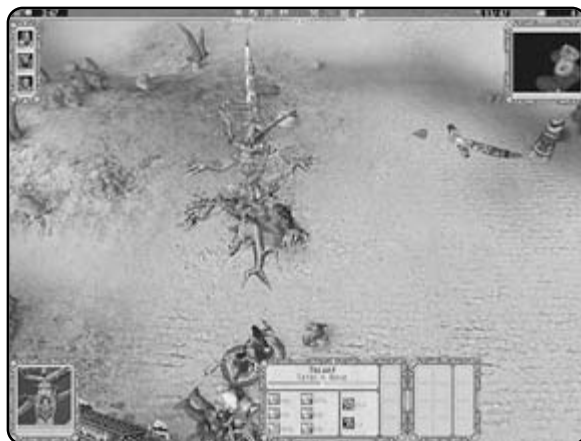


The AI attacks your Rallyhouse last. So build more buildings as extra targets to delay Tohren's forces from descending on the Rallyhouse.

By the final three minutes of the mission, you have had at least a dozen Gaz Warriors, a dozen Deadshot Archers, half a dozen Mud Elementals, and a handful of Treants swarming your base. But if you are smart in how you defend your base, and meet each wave of attackers decisively and quickly, you prevail.



In the final three minutes, keep repairing the buildings that the Eddar are attacking so that you can hold them off a little longer.



To make your life easier in the final minutes, make sure you have a large army in the ten- to five-minute mark to kill the invaders during this time. If you can't repel them, these units join the reinforcements and the resultant force is too strong to defeat. The only hope you have is to utterly annihilate each wave before the next one arrives.



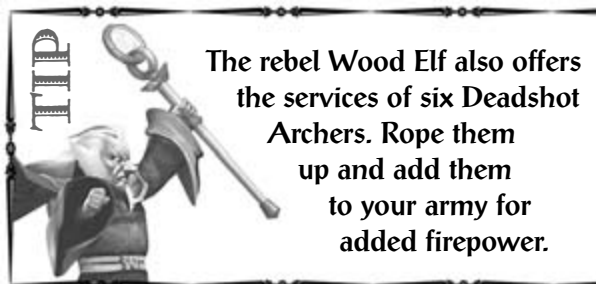
CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

If you survive to the two-minute mark, you live to see a spectral messenger from Prince Baleion. He appears before you and tells you that the Eddar council has received your message about the traitor, Chancellor Tohren, and wishes you to know that the Eddar Alliance does not wish to make war upon the Dawn Brotherhood. Prince Baleion promises reinforcements to help you fight off Tohren.

As the in-game cinematic ends, you suddenly discover that all incoming Eddar forces are no longer hostile. In fact, they just mill about your Rallyhouse now, peaceful and content.

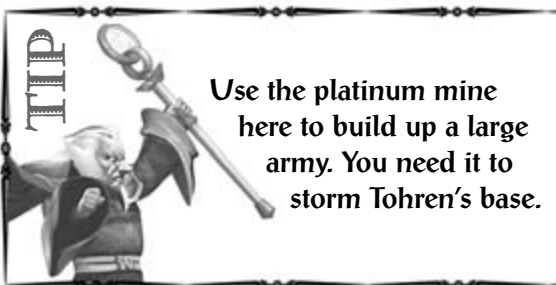
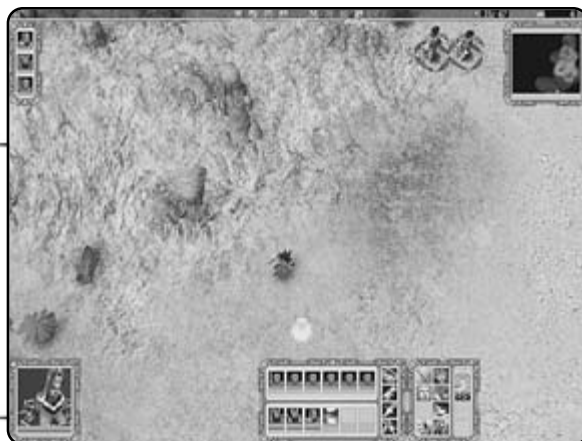


As the counter runs down to zero, a rebel Wood Elf appears before you and betrays the betrayer. She tells you that she and the other Elves no longer serve Lord Tohren. In fact, they now see that he is a snake allied with the evil Shadowrealm, and as penance, she volunteers to lead you to his redoubt so you can confront the dread lord himself.





Now, take your troops and follow the Wood Elf. She walks south, past the platinum mine, and runs to the far west of the map. She stops at the base of a plateau.



Run up the plateau, where you immediately confront four Hammerskull Grunts. Kill them and proceed north, where a similar number of Grunts are waiting.

After dispatching them, walk to the north-west corner of the map, where Tohren's base lies.

As soon as you reach the edge of his camp, you face a dozen Hammerskull Grunts, Iksar Brothers of Night, and Defilers. Tohren is also among them. This fight is tough. Pull back so you aren't fighting within range of the Bone Piles in his base.

As soon as Tohren sees you, he will follow you out. Kill him first after drawing him away from the Bone Piles. The rest of the troops won't leave their base. Use hit-and-run tactics to destroy the Bone Piles one at a time, running away and resting to full health after destroying each Bone Pile. Then, after the Piles are gone and you are at 100 percent health, engage the enemy. Pull back if you begin to suffer heavy casualties and regenerate health. The enemy units won't follow you.



When you kill Tohren and wipe out the base, you win.

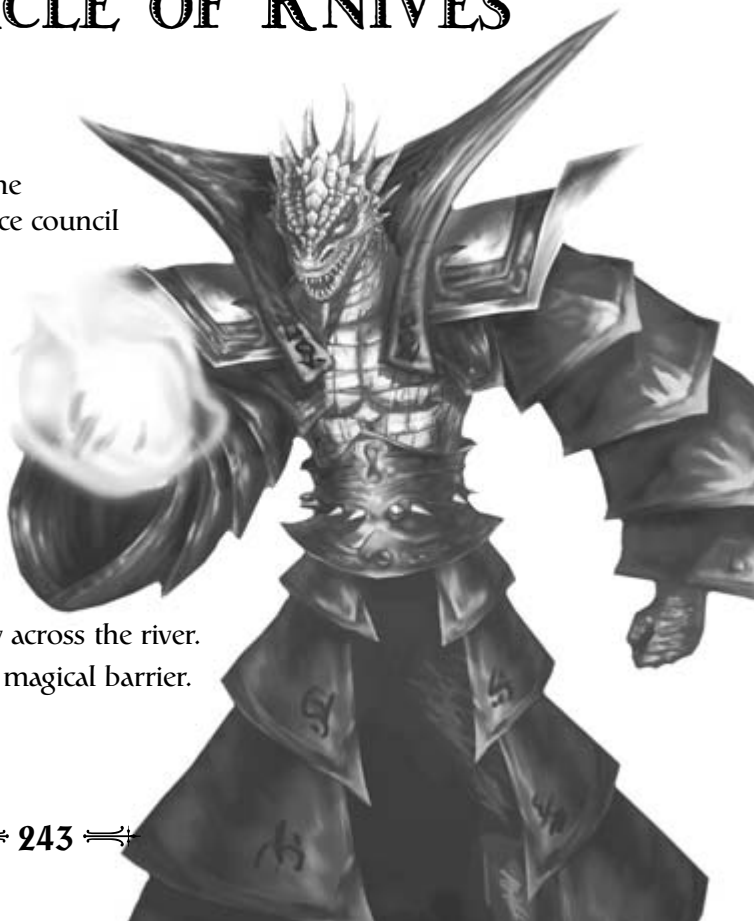
MISSION 7: CIRCLE OF KNIVES

MISSION INFO

- ◆ Transfer Points: 48
- ◆ Mission Overview: Prince Baleion of the Elddar Alliance has invited us for a peace council in the south. However, we must be wary. Shadowrealm forces are nearby.
- ◆ Primary Objective: Destroy the four towers and then get your lord safely across the water.
- ◆ Area: Southeastern Desert of Ro

MISSION OBJECTIVES

- ◆ Get Prince Baleion and your lord safely across the river.
- ◆ Destroy all four towers that power the magical barrier.



NEW BUILDINGS

Danal's Academy

Deadshot Range

NEW UNITS

Ballista

Beguiler

Deadshot Archer



Now that the true enemy has been revealed, the Eddar Alliance and Dawn Brotherhood are eager to reaffirm the peace between them. Prince Baleion of the Alliance has invited you to a peace council in the south. Baleion offers his apologies and his knowledge. A rebellious Dark Elf lady named T'lak in the Shadowrealm has decided to usurp control of the faction and has been manipulating events in her favor. Her manipulation of you was part of the plan. The Chancellor Tohren you have been fighting was none other than the shapechanged evil Goblin lord, Darkeye, a minion of T'lak. That means that the Shadowrealm is holding prisoner the real Chancellor Tohren. Before Baleion can say more, Eddar scouts report that a massive force of Shadowrealm units is converging on the peace meeting. You must usher your lord and Prince Baleion to safety before the Shadowrealm arrives.



The way to safety is across the river. But the Shadowrealm forces have erected four towers that create a magical barrier, preventing you from leaving. You must destroy the towers before you can escape.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

TIP



Transfer as many Templars from the previous scenario into this mission as you can. You can't train any new melee units, so keep your existing melee units alive as long as possible. Templars can help them survive when they otherwise would die. If you have some Templars, this mission is easier to win.

Besides your transferred troops, the Dawn Brotherhood units you start with are two Kerran Cavalry, two Ballistae, and three Dawn Recruiters. In this mission, you also get to control the Elddar Alliance forces in addition to your own. Joining you are Prince Baleion, who is a High Elf paladin, Lord Kadian, who is a Wood Elf ranger, a Deadshot Archer, a Forest Avatar, a Beguiler, and eight Gaz Warriors.

To your starting location's west, you have several buildings, as well: Danal's Academy, Deadshot Range, and a Keep of Eyes. Three Infiltrators are also there.



NOTE



The three Dawn Recruiters you start with are for resurrecting your lord and Prince Baleion should they fall in battle. Conserve the Recruiters because if they die, you have no other way of raising the dead lords. If either Prince Baleion or your lord dies and you have no Recruiters left to raise them, you lose the mission.

Organize your units. Keep your lords and knights grouped together. Create a separate group for your main units, one for your Ballistae, and one for your ranged units. Before setting out, build five additional Beguilers at your Danal's Academy so that you have a strong ranged unit group.

Head east out of your camp. A few Hammerskull Grunts are on patrol southeast of the base. Attack them, then organize your units. To this area's south, past a thin land bridge, is a clearing where the first tower resides.



TIP

Do not rush into any of the Shadowrealm's heavily guarded tower areas. Take Lord Kadian and use his Track ability to reveal the map in front of you so you can scout the outlying territory before sending in your units.



Use Lord Kadian and his Track ability to scout farther south. There is a tower and four Bone Piles surrounding it. A dozen troops, including Hammerskull Grunts, Wretched, Sacrificial Healers, and Frostbringers are also guarding the tower.

CAUTION

The Shadowrealm towers have an insidious power: They can mind-control your units. When your force approaches to within its sight range, the tower takes control of several of your units. Control is temporary, but it reduces your army's strength. Furthermore, these mind-controlled units begin attacking your other units.



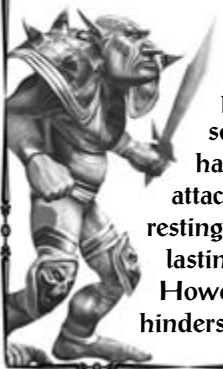
CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Rush in and have your units destroy the first two Bone Piles. Ignore the units for now, then concentrate all fire on the tower. Destroy it as soon as possible so that fewer of your own troops are mind-controlled by it. After destroying the tower, regroup all your units. Any units that were mind-controlled will be lost from their original control group.

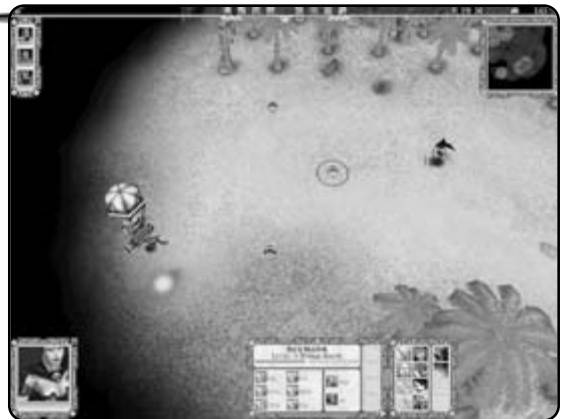


CAUTION

Surrounding every tower area are six or so plague mines. The plague mines are invisible except to the Infiltrator's sight range. Once triggered, the plague mines explode to infect any nearby enemy units. Your units suffer a decrease to their physical resistances and lose some health over time. If you have the luxury of waiting to attack, the plague mine's effect on the resting troops isn't too deadly or long-lasting enough to be detrimental.



However, if you are in battle and get hit by the plague mine, it hinders your troops. Build an Infiltrator to detect and disarm them.



After the tower is down, take out the remaining two Bone Piles before turning to the units. The Wretched are powerful, but first murder the Sacrificial Healers with your ranged units. With the healers dead, the rest of the Shadowrealm units are easier to kill. Manage your units well, pulling away badly wounded units before they die so they can live to fight another day.

CAUTION

During the attack, four Goblin Blitzers rush from the south to attack your units.

When this happens, pull back your Ballistae and ranged units and attack the Blitzers. Faced with such concentrated fire, the Blitzers die. But if you don't target them quickly, they rain death on your ranged units and leave you vulnerable to further Blitzer attacks.



NOTE

When you destroy the tower, you gain an extra 200 platinum, which you can use to buy more units.



With the first tower down, go north a little ways, then walk east. Another small force of Hammerskull Grunts confronts you, but this time it is supported by a Defiler. Kill the Hammerskull Grunts and Defiler and organize your units. Behind them to the east is the second tower. The defenders of this tower mirror those of the first one: Hammerskull Grunts, Wretched, Sacrificial Healers, Frostbringers, and four Bone Piles.

Have Lord Kadian scout out the tower area with his Track ability. Have an Infiltrator disarm the plague traps. Rush in with a unit, then lure a few enemy units back to your waiting army. Repeat until you've taken down a few of the Hammerskull grunts up front. When this work is done, your army can sweep in.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

As in the previous tower, a small force of Goblin Blitzers swoops in to attack your Ballistae, so watch out for them and dispatch them. With the second tower down, use the extra platinum you gain to shore up your army with more Beguilers or Deadshot Archers.

Proceed south along the path presented to you. When you pass a small village, you know you are close to the third tower.

The third tower is protected by the usual cluster of four Bone Piles, a plague minefield, and a dozen Shadowrealm units consisting of Hammerskull Grunts, Wretched, Sacrificial Healers, and Frostbringers. Also, coming in late are more Goblin Blitzers.

Use the same strategies you used on the two previous towers, then proceed west to the final tower. By now, you should have at least a dozen Beguilers, although your melee units might be dead. If you need melee power, build Infiltrators. Otherwise, build Deadshot Archers.



The final tower is in the west. Three Bone Piles and a collection of Wretched, Defilers, Brothers of Night, and Goblin Blitzers guard this tower, unlike the others. Because the Blitzers and Defilers are standing in front of the tower, you can draw them out and attack with your ranged units without alerting the Wretched in the back. After whittling away some of the Blitzers and Defilers, repeat the same strategies you previously used. With the last tower destroyed, go to the third tower.

NOTE

A treasure chest is behind this fourth tower. Inside is a scroll of Dragon Roar.

To the southeast of this third tower area is a river you can ford. Two Bone Piles guard the other side of the river. Also on the other side are Hammerskull Grunts and Defilers. Destroy the Bone Piles first. After you kill the defending units, make sure your lord and Prince Baleion make it across the river to the map's southeast corner so the mission can end in victory.



MISSION 8: THE BLACKFIRE SPIRE

MISSION INFO

- ◆ Transfer Points: 54
- ◆ Mission Overview: The Shadowrealm has set up a recruitment base that may be used to strike at our flanks. We must smash this camp, and look for Chancellor Tohren.
- ◆ Primary Objective: Destroy the Shadowrealm recruitment base.
- ◆ Area: Blackfire Hills

MISSION OBJECTIVE

- ◆ Locate and destroy Solruua's recruitment base.

NEW BUILDINGS

Battleworks

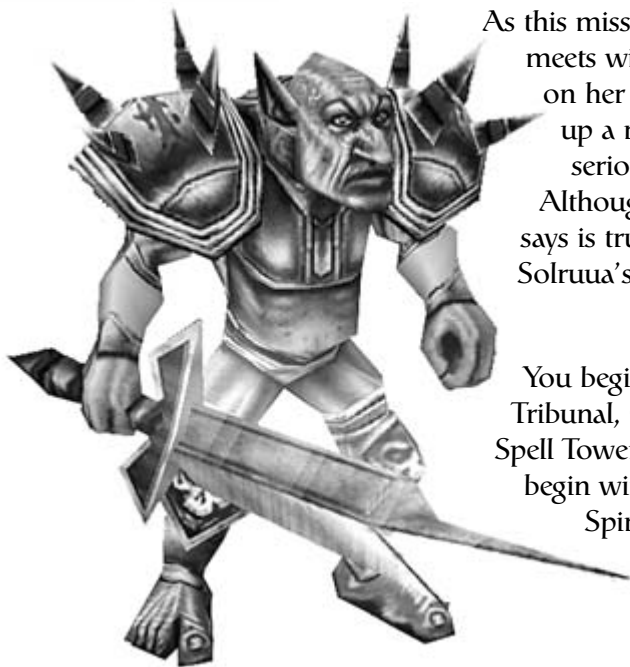
NEW UNITS

Ballista

Brother of Light



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



As this mission starts, the Shadowrealm Lady T'lak meets with your lord to offer you intelligence on her rival, Lord Solruua. Solruua is setting up a recruitment camp that could pose a serious threat to the Dawn Brotherhood. Although you cannot trust T'lak, if what she says is true, you must act decisively and destroy Solruua's base.

You begin the mission with a Grove of the Tribunal, Guildhall, and Phantasmal Pool. Two Spell Towers also protect your base. The units you begin with include two Highland Axemen, a Spirit Talker, two Glamour Casters, and an Element Master, in addition to your transferred units.

Train four more Dwarven Strip Miners at your Rallyhouse to get platinum faster. Turn to the task of creating an army.

You want a melee group consisting of equal numbers of Highland Axemen and Templars. You also want a second group of ranged units, such as Glamour Casters, backed up by Spirit Talkers. The Spirit Talkers can help protect the Glamour Casters from melee units that close and can still cast their spell buffs on the melee units up front, but they are too weak to be put in the front lines. You want a third group of a few Ballistae for anti-air capability.



Take your units and head west. Have your lord walk east to meet them. To your base's west are some monsters, which you can easily destroy.

At the sign post, go north, following the brick path. Midway up the map is a clearing where the path branches in several directions. Follow the brick path north to find six Hammerskull Grunts. After killing them, proceed along the path, which veers northeast.




As you follow the path, three dragons swoop in from the mountain ridge south of you to attack. Have Glamour Casters and Ballistae around to thwart them.



Continue east. Ahead is a large force of Shadowrealm units. Four Wretched, four Defilers, and four Mogri wait for you. Have your melee force of Axemen and Templars slam into the group, while your ranged units pepper the enemy with fire.





NOTE

The brick path splits, and both paths lead east to the twin towers. The same number of Shadowrealm units guard both. You can take either path.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

After destroying these units, regroup, heal, and replenish your troops. Ahead is the entrance to the Shadowrealm base.

You see six Hammerskull Grunts and a Shadowrealm knight. Behind them are two Shadowrealm towers. These towers stun any nearby enemy units, which can hamper your units' ability to fight. Several Wretched and Venom Spitters are also there.



This great battle could decimate your army, especially if you don't destroy the towers first. After this battle, regroup. If you need more platinum to refresh your army, find a second mine; by now, your first one is probably exhausted.

If you loiter for too long while refreshing your army, a huge force of 12 Mogri, Sacrificial Healers, Venom Spitters, and Wretched streams toward you from its northeast base. Be ready with an adequate number of melee and ranged troops. Use your Glamour Casters to concentrate fire on the Sacrificial Healers.

Depending on how long you wait to regenerate, this second wave could hit you at the two towers, near the burning wagon clearing (if you rush through the level), or at the platinum mine in the bloodvine grove. If you are caught unaware, this force will destroy you. Be prepared.

After a minute or two of rest, continue north past the location of the two towers. A small patrol of four Hammerskull Grunts is waiting for you and you can easily dispatch it.

The brick path hits the map's top edge, where some cottages reside, then veers west. Farther west are five or so werewolves that present little challenge. Kill them and keep going west.

Halfway across the map, be prepared to face another patrol of six Hammerskull Grunts, supported by a lone Frostbringer.



Fight them and you come into a clearing with an overturned burning wagon, bodies, and a Halfling. He tells you that Solruua is building an army of Goblin Blitzers to scour the Mountains of Rathe looking for the real Lord Tohren, who has escaped the Shadowrealm's clutches with an important map that could prove instrumental in bringing down the Shadowrealm. Now it is more imperative than ever to take down Solruua's base and find Tohren.

At this clearing, the path splits west and east. To the west is the Shadowrealm base. To the east is a platinum mine, which you need if you want to restart your economy.

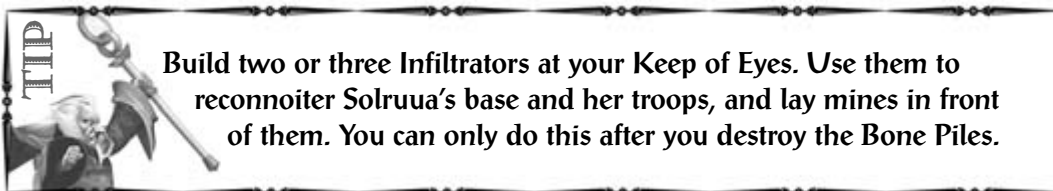
Guarding the east, though, are a dozen bloodvines and several flying drakes. Clear out these monsters so you can build a silo here and begin platinum mining.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

With your second mining operation underway, make sure your army is at full strength and head west. The path forks north and south, and to the north is the main Shadowrealm base. A Goblin Blitzzer and a large force of Hammerskull Grunts, Wretched, Frostbringers, Summoners, Venom Spitters, and Sacrificial Healers guard the base.

Two Bone Piles guard the entrance of the base. Destroy the Bone Piles with your Ballistae, then go in with one of your units to draw out some of the base defenders. Your units must stand firm away from the base while your decoy unit leads the Shadowrealm defenders into the ambush.



After you break through this line of defenders, the eastern half of Solruua's base is easy pickings. As you cross west to the other half of the base, you find more defenders guarding the western end of Solruua's camp. Their numbers and composition are identical to the defenders in the eastern entrance through which you came. That means you face more than a dozen Wretched, Hammerskull Grunts, Sacrificial

Healers, and Venom Spitters. A few Goblin Blitzzers, Brothers of Night, and Defilers are also present. Eliminate the Blitzzers with your Ballistae.

TIP



To win the battle for Solruua's base, you must have at least six Templars and a full complement of twelve Highland Axemen, with support from at least six Glamour Casters. These troops must be fully upgraded, as well. The Templars, though, are the key.

After you destroy the last building, the mission ends.

TIP



Make sure you keep at least two Ballistae alive to transfer to the next level. It will make the next mission much easier.

MISSION 9: BLOODMAP

MISSION INFO

- ♦ Transfer Points: 61
- ♦ Mission Overview: Chancellor Tohren has fled the dragon-infested Mountains of Rathe. We must save him, and recover the map he carries.
- ♦ Primary Objective: Slay the great dragon Bazrahknaten.
- ♦ Area: Mountains of Rathe

MISSION OBJECTIVE

- ♦ Slay the great dragon Bazrahknaten.

NEW BUILDINGS

None

NEW UNITS

Mahout



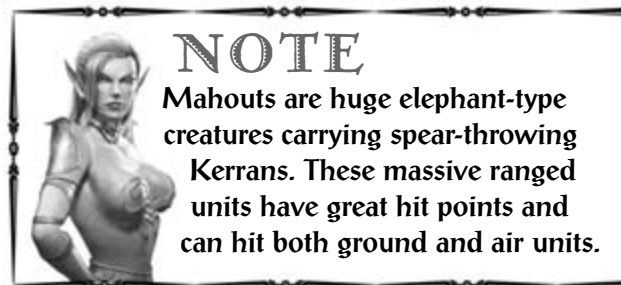
CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

You locate the Elddar Chancellor Tohren, only to find that the great dragon, Bazrahknaten, has stolen his map. Tohren tells you that this map is the key to locating a great artifact from the age of ogres. It is an artifact that Solruua covets and can only be unleashed by spilling blood on critical locations as marked on this ancient map: locations where Solruua has previously drawn you into battle!



This map must be kept out of Shadowrealm hands, but first you must retrieve it from the thieving dragon, Bazrahknaten.

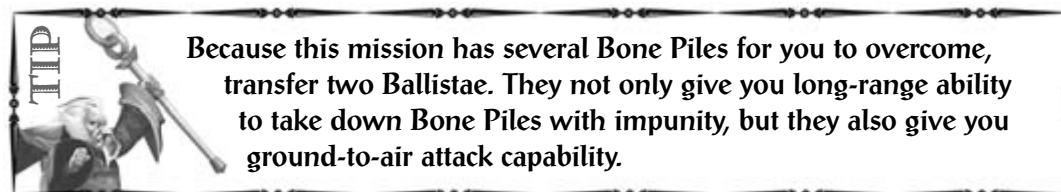
This mission is unusual because there is no base building or unit training. You only have the units you start with, which are your transferred troops plus three Mahouts.



NOTE

Mahouts are huge elephant-type creatures carrying spear-throwing Kerrans. These massive ranged units have great hit points and can hit both ground and air units.

Take your units and move southeast. The path opens into an intersection with multiple roads. You can go west, south, and east.



Because this mission has several Bone Piles for you to overcome, transfer two Ballistae. They not only give you long-range ability to take down Bone Piles with impunity, but they also give you ground-to-air attack capability.

Go east, and confront a Hammerskull Grunt and a Summoner. Kill them and you free a captured Highland Axeman, whom you can add to your army.

Head south from this location and fight two more Hammerskull Grunts. Behind them on an inaccessible ledge are four Frostbringers. Only your ranged units can hit these.



Move farther south to find two Bone Piles. They are easy to destroy, because they do not have any supporting units.

Past the Bone Piles are several Hammerskull Grunts and a Shadowrealm knight. After killing them, head east to see three more Hammerskull Grunts and a Balloon Works. After you kill the Grunts and destroy the building, you free two Mahouts who join you.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

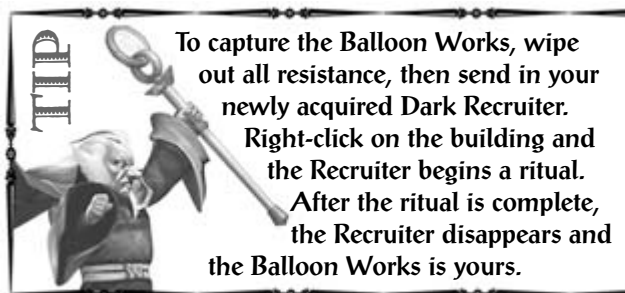
Also waiting here is the Shadowrealm Lady Kreya and a Dark Recruiter. Kreya tells you that Solruua kicked her out of the Shadowrealm because Kreya wasn't subservient enough. Now Kreya offers to help you capture a Balloon Works so you can train some Blitzers to take on Bazrahknaten. Add her and the Dark Recruiter to your army.



Heading west from here reveals a small cluster of Shadowrealm units. They are little more than a nuisance. Continue west to attack another small band of Hammerskull Grunts.



At the map's southwest corner are several more Hammerskull Grunts and some Goblin Blitzers guarding a Balloon Works. Use a unit to draw the Grunts and Blitzers out from their base, then attack them. Have your Ballistae destroy the Bone Piles surrounding the Balloon Works. With the Bone Piles down, waltz in and take the Balloon Works.



To the west of the Balloon Works is a small path leading north. Follow it, kill the three drakes waiting in the area, and walk until the path reaches a dead end. A Templar and Mahout are waiting to be rescued.

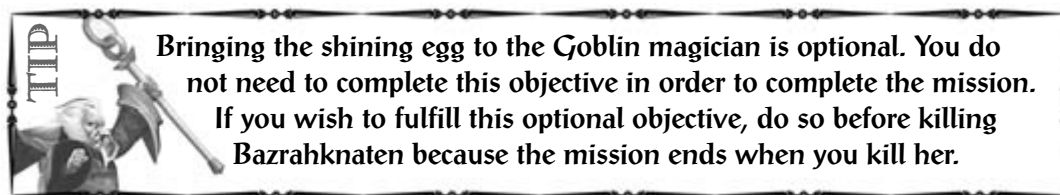


Move north. You face more Shadowrealm units, but not enough to be of concern. When the path forks, walk northwest. You see a small pass being guarded by 12 Tricksters. They are weak in hand-to-hand combat, so it is easy to overwhelm them.

As you walk northwest, a Highland Axeman and Glamour Caster appear in the path ahead of you. The Axeman tells you that Bazrahknaten has withdrawn to the safety of her lair and you must draw her out or attack her from the air.

The path to the northwest comes to a dead end, but waiting there is a Goblin magician, who asks you to bring him the shining egg from Bazrahknaten's lair. If you do so, he will grant you a great treasure.





It is impossible to kill the dragon with your one Goblin Blitzer, but you can draw out Bazrahknaten. Go to the map's north and destroy the drake there. The drake has a clutch of eggs. Your presence near the eggs draws out the dragon. After you wound her, she flees.

Head to the map's center, where you see a larger clutch of eggs. Kill the drake guarding this brood and wait for Bazrahknaten. When she arrives, concentrate your Mahouts' and other ranged units' fire on her. She dies and the mission ends.



MISSION 10: THE FIRES OF OGGOK

MISSION INFO

- ♦ Transfer Points: 68
- ♦ Mission Overview: Tohren has been unable to decipher all of the symbols on the bloodmap. A key to it may lie at Oggok, but we'll have to fight our way in.
- ♦ Primary Objective: Destroy the Elite Guard and enter the main gates of Oggok.
- ♦ Area: Oggok

MISSION OBJECTIVE

- ♦ Destroy the Elite Guard and enter the main gates of Oggok.

NEW BUILDINGS

None

NEW UNITS

None

Tohren's attempts to translate the recovered map have hit a dead end. He cannot decipher any more of it without retrieving a translation key from the ogre city of Oggok. Solruua has a copy of the map and has translated it at Oggok. She must be following the instructions on the map, so to pursue her, you must unlock the map. Break into Oggok.

You start the mission with your transferred units, a Mahout, and a Highland Axeman. A Guildhall is built. Start by training extra Dwarven Strip Miners and begin gathering platinum from the nearby mine.

The mine isn't within your initial sight range, but you see it if you walk north-east. Some Shadowrealm Clockwork Spiders are also mining there.



Follow the Clockwork Spiders northwest across the river, and they reveal a Shadowrealm base. Six Hammerskull Grunts guard it. Destroy the Stronghold there.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Head west and, as soon as you can, go south. You see a trail of more Clockwork Spiders walking south. Follow them to the second platinum mine. When you reach the land bridge to the plateau with the platinum mine, destroy the Bone Piles and the few Hammerskull Grunt guards there. Set up another mining operation here.



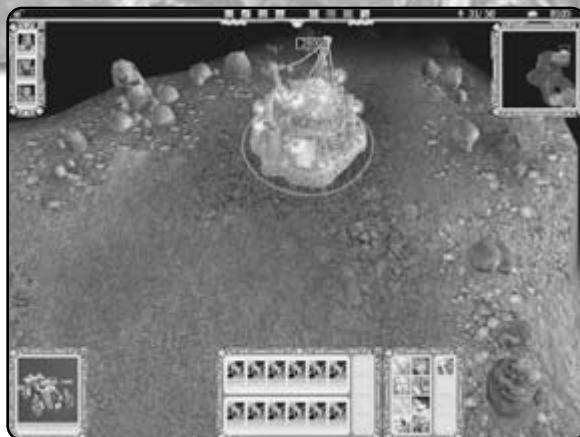
Head to where you first found the Clockwork Spider trail. To the west is a simple wooden wall; behind it are more than a dozen Hammerskull Grunts. Have ample ranged units for support and a line of melee units. Mahouts are great for soaking up damage and dealing concentrated damage to the tough Grunts.

Past the Grunts is a small Shadow-realm base with three Ogre Barracks. Destroy them.

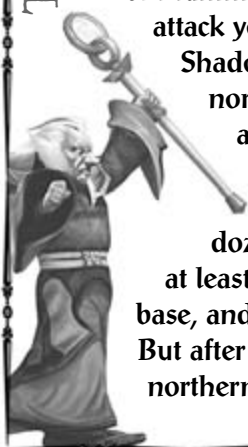
Backtrack the trail of Clockwork Spiders, heading north through the winding pass. The pass empties into a valley guarded by two Bone Piles and more than half a dozen Hammerskull Grunts. Draw out the Grunts and kill them. Demolish the two Bone Piles.



Destroy the Stronghold here. Follow the path through the mountains as it veers east, then north. Five more Grunts protect the far north end of the path, where another platinum mine lies. After you kill them, you can claim that mine, too.



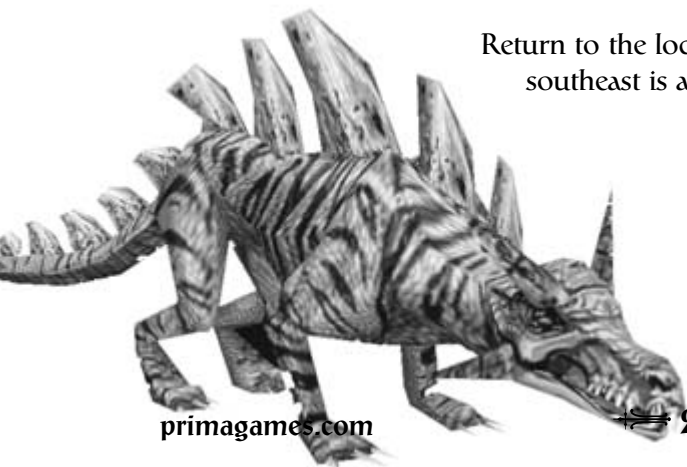
TIP



Although you can claim this mine, waves of Hammerskull Grunts continue to attack you until you destroy the Shadowrealm base at the map's north. Take your Ballistae and army to the north. Walk across the marsh, keeping the cliffs to your left. More than two dozen Hammerskull Grunts and at least six Frostbringers guard this base, and inside are four Ogre Barracks. But after you wipe out every last Shadowrealm building at this northern camp, you can harvest platinum from this mine.



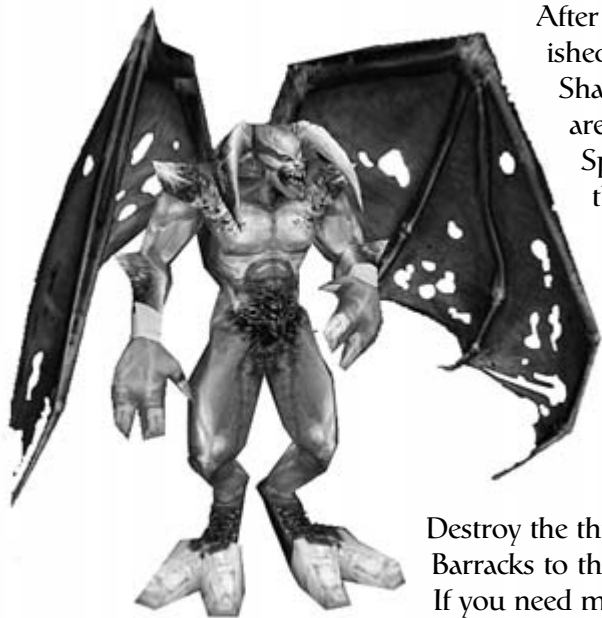
Return to the location of the three Ogre Barracks. To the southeast is another wooden wall and a guarded pass.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



In total, this pass is guarded by six Bone Piles, plus over a dozen Hammerskull Grunts, six Sacrificial Healers, and six Frostbringers. Approach this immense force carefully. Attack with a front line of 12 melee units, including a mix of Templars and Axemen, backed up by Mahouts.



After you clear this area, regroup. With your replenished army, head west. At the far west is yet another Shadowrealm camp with three Ogre Barracks. You are close when you see the trail of Clockwork Spiders moving from north to south. Walk past them. The Hammerskull Grunts are up ahead.

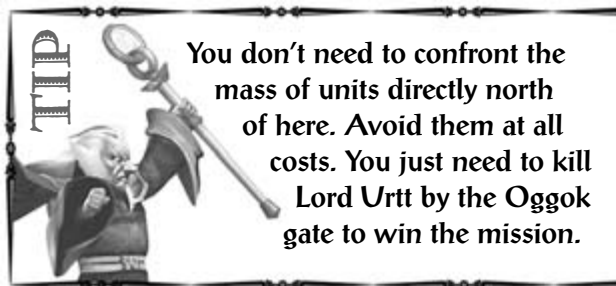


Destroy the three Ogre Barracks to the west. If you need more platinum, follow the Spiders.

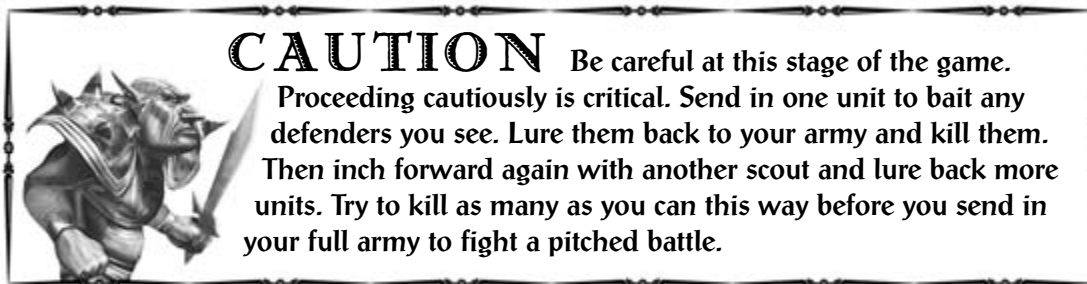
Across a thin land bridge, and guarded by six Hammerskull Grunts and some Sacrificial Healers, are three more mines.

Now head north to where the Clockwork Spiders came from. Directly north are some more Bone Piles, some Hammerskull Grunts, and Frostbringers guarding a Stronghold and two Ogre Barracks. Proceed cautiously, and then go northwest. As the path veers north, a dozen Shadowrealm units, including Sacrificial Healers, Grunts, and Frostbringers, come into view.

After killing them, pass through the wooden walls to arrive in a huge clearing. It seems empty at first, but if you walk north, you see a huge army of Mogri and Hammerskull Grunts waiting for you.



First, go east, hugging the south wall of this valley. You pass a Frostbringer Gnome and then see a wooden wall ahead. Two Bone Piles and several Grunts guard the entrance to a large and heavily defended Shadowrealm base. Focus on the Bone Piles first. Use a group of 12 Glamour Casters for focused fire. Several Goblin Blitzers are also standing watch, so kill them as well with any Ballistae you have.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Systematically kill the few guards in the front of the base, then draw out the rest of the Blitzers and as many Grunts as you can from the Shadowrealm camp.

Now you can rush in. Mop up the base and come back out.



Head directly north of this base. A horde of Hammerskull Grunts and Mogri guards the path. When looking at this area of the map, notice that the path forks left and right. Each side is guarded by two dozen or so units. Take one unit and walk it into their midst and then lead them en masse to the left side, as far west as possible. Let this unit die.

With that done, take your army and inch up north. Demolish the Bone Piles, the remaining Grunts, Healers, and Frost-bringers. Continue north; ahead is the gate into Oggok, guarded by the ogre lord, Urtt. Kill Urtt and the mission ends.



MISSION 11: DEATH MARCH

MISSION INFO

- ◆ Transfer Points: 76
- ◆ Mission Overview: Our attempts to blockade Solruua's march through the Valley of Ice have failed. You must get 50 soldiers through these canyons so we can prepare our final assault.
- ◆ Primary Objective: Escape the Valley of Ice with 50 soldiers.
- ◆ Area: Valley of Ice

MISSION OBJECTIVES

- ◆ Escape the Valley of Ice with 50 soldiers.
- ◆ Find and free the other Brotherhood captives.

NEW BUILDINGS

Dawn Spire

NEW UNITS

Element Master

Flame Caster

Temple Knight



The Dawn Brotherhood has tried to contain Solruua, but her forces are proving too powerful. She has destroyed the ruling council of kings, leaving your lord as the sole remaining ruler. The council of kings' forces have fallen in the Valley of Ice. You must regain control of the area and lead at least 50 soldiers across the Valley of Ice to survive for the final assault against Solruua and her army.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

You begin with your transferred units, and only two Dwarven Strip Miners and one Dawn Recruiter. Your first order of business is to find a place to set up a base. Head south.

A small patrol of Hammerskull Grunts, supported by a Sacrificial Healer and a Frostbringer, waits for you. Kill them and continue south, where the path branches to the east and also continues to lead south.



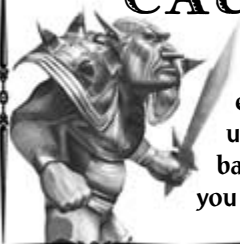
Walk to the south end of the map. Six Hammerskull Grunts are patrolling this area. Kill them, then walk west and north up the ledge. At the north end of the ledge is a small Shadowrealm camp with a few buildings and six Defilers. Kill them and claim this base. There is a platinum mine here.

With your mining operation up and running, build some Flame Casters, Axemen, Element Masters, and Templars.



CAUTION

A few minutes after building your base, a swarm of frost drakes swoops in from the east and attacks. You need ranged units to fight them. Stay near your base for the first few minutes until you kill them, then return to exploring.



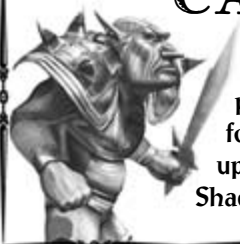
Go back south down the ledge and head east. The path continues east between two plateaus, but first, go northeast to the ramp leading up to the large plateau in the middle of the map.



Take your group of Flame Casters and kill the defending Hammerskull Grunts, Goblin Blitzers, and Bone Piles one at a time. Then move up onto the plateau and destroy the rest of the defenses here. A second platinum mine is here for you to claim. Take it and build up a larger army.

CAUTION

Waves of Goblin Blitzers attack your mining operation on the plateau, so keep some units here for protection until you can build up adequate defenses or destroy the Shadowrealm bases to the east.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Explore the entire plateau. The western edge of the plateau has a ruined Rallyhouse and two captive Dawn Brotherhood units. They join you and tell you that Solruua has captured several other Brotherhood units, as well. Now you must also free them.



Head back east along the pass between the two plateaus. Blocking the way are a few Hammerskull Grunts, Venom Spitters, Defilers, and Sacrificial Healers. Take your force of eight to ten Flame Casters and kill the enemies one at a time.

When you are done, turn your sights on the Shadowrealm units on the south plateau and kill them where they stand.

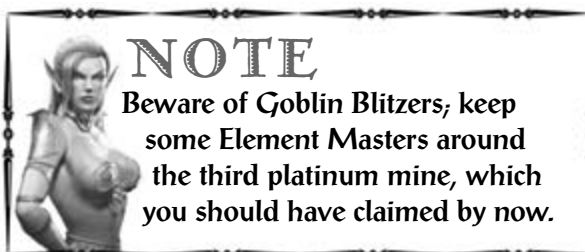
Take your army through the pass east. Farther east, on another plateau, is a third platinum mine, and northeast of that is a small hut where a human monk dwells. Take your lord to him and he joins you.



Go to the far east and walk north up the pass. The pass stretches all the way to the map's north edge. Along the way are Dawn Brotherhood Spell Towers that have been turned against you, and Frostbringers on the ridges on either side of the pass that attack you from above. At various intervals, there are also a few Venom Spitters. Use your Flame Casters to methodically clear a path.



At the northernmost end of the pass is an area marked by three flags. Go west of here. Bring all of your units along. By now, the second platinum mine is probably dry.



Head west, where you see a Troll lord of the Shadowrealm. He is guarding a few Dawn Brotherhood captives that include some Temple Knights and Mahouts. Kill him and free your brothers. Immediately select them and pull them back east. A large Shadowrealm base is directly west of you and the former captives will start rampaging through it if you do not call them back.

With your troops in order, use your Flame Casters to weaken the defenses of the Shadowrealm base and attack.



After this base is demolished, go southeast. Just south of the flags is a small pass that leads onto a ledge with additional Shadowrealm units and more Dawn Brotherhood prisoners. Free them and take all your units to the flags. Have them move north of the flags and they exit the mission.



TIP



If you run out of money and still need to train more units, sell some buildings. It doesn't matter what kind of units you send through. Queue up cheap Miners—they do the trick.

If you are still shy of 50 soldiers, build a few more units and move them all to the flag. The mission ends.

CAUTION



Do not send your knights through the flags or any units you want to transfer. Any units that exit the mission before it ends will disappear from the game and are no longer available to transfer.

MISSION 12: BROTHERHOOD'S END

MISSION INFO

- ♦ Transfer Points: 84
- ♦ Mission Overview: Solruua has discovered a portal into the Plane of War! We must destroy it before it's too late!
- ♦ Primary Objective: Kill Solruua and destroy the Portal of War.
- ♦ Area: Solusek's Eye

MISSION OBJECTIVES

- ◆ Kill Solruua and destroy the Portal of War.
- ◆ Use your lord to find Brightclaw the Goblin.
- ◆ Have your lord carry Brightclaw's news to Lord Nagafen.

NEW BUILDINGS

None

NEW UNITS

None

You have finally cornered Solruua, but already she is performing the ritual to open the portal to the Plane of War and summon the god, Rallos Zek. You must stop her immediately. The fate of the Brotherhood, and indeed all of Norrath, rests on your shoulders.



In addition to your transferred units, you begin with a Highland Axeman, a Templar, a Mahout, a Glamour Caster, and a Kerran Cavalry.



Prepare to defend yourself. Within a minute of starting the level, your base is swarmed by Sacrificial Healers and burning skeletons.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

After you repel the invaders, head northwest and lay waste to the Sacrificial Altars and Bone Piles, along with the burning skeletons and additional Healers guarding the area.

CAUTION



The lava rivers are harmful to your units. Although the damage dealt is fairly low, over time, the lava kills your units. Avoid fighting over lava.



Platinum is scarce on this level. Explore southwest of your starting Rallyhouse to find a small mine with 500 platinum. While you are mining it, pull your troops back to the northwest gate into your camp to protect your mining operation.

After you have harvested the mine dry, venture southeast. The path forks past the river of lava. You can go east or continue southeast. East lies a volcanic fissure that destroys anything you send through it, so ignore that path. Head southeast instead.



Another platinum mine is there, and this one has 1,500 platinum. Have four Miners start stripping it. You must protect your Miners here, because the enemy periodically sends forces to this mine. Because platinum is so scarce, you cannot afford to lose any Miners.



If you head south of the mine, you see a lone Dwarf rogue. However, he is weak and won't be much good in battle. When you approach him to gain his allegiance, a group of Shadow-realm units, including four Goblin Blitzers, swoop in from the east to attack you. Do not talk to this Dwarf until you are well on your way to creating a large army to take on the rest of the map.

While you are defending your base from burning skeletons from the northwest and watching your mining operation, take your lord and venture southwest from the second platinum mine.

Across the lava river is the great dragon, Lord Nagafen. He tells you that he, too, has a passion to destroy Solruua. But he will not join you until you find the Goblin Brightclaw and reassure Lord Nagafen that the Goblin's mission has been successful.

Now take your lord and search for Brightclaw. His location is revealed on the map. He is in the map's southwest corner.

Train two Axemen and two Templars to stay behind and guard your base while you take the rest of your units south to Brightclaw.



CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN

Across the lava river to the southwest is the entrance to Brightclaw's area. But guarding it are Hammerskull Grunts, Sacrificial Healers, Goblin Blitzers, and a few Wretched. First, try to pull away a few enemies so you don't have to fight them all at once.

If the Shadowrealm units aren't taking the bait, or you have whittled them down all you can, storm in and attack.



After the battle, walk up to Brightclaw. He tells you the news is good, and now you can return to Lord Nagafen.



TIP

Two treasure chests and a platinum mine are to the northeast of Brightclaw. Inside the chests are a scroll of Summon Skeleton and a scroll of Lightning Blast.

The mine has 3,000 platinum. Set up base here and start mining.


Brightclaw provides you protection from Shadowrealm attacks.



Now return to Lord Nagafen. When he hears the good news, he joins your army. Lord Nagafen is immensely powerful, and deals tremendous damage in a single blow. His attack also affects a large area so it can take out multiple enemies at once. But don't get reckless with him just because he is so powerful. Use him wisely and support him with ground units.



Travel due east from Brightclaw's camp. Across a walkway covered in lava is a huge Shadowrealm base guarded by several dozen Hammerskull Grunts, Frostbringers, Sacrificial Healers, Defilers, and Wretched. Send Lord Nagafen repeatedly into the base. When he gets to 50 percent health, bring him back and heal him. Repeat the process until all of the Healers are dead and all of the Bone Piles are gone. Then you can sweep in with your army.



CAUTION

The Shadowrealm base has a means of temporarily controlling some of your units. Use Lord Nagafen to destroy the entire base, then move in. It is less risky that way.

CHAPTER 6: DAWN BROTHERHOOD CAMPAIGN



Once the base is razed, you can proceed north. But the way is blocked by a force barrier. From here on out, send Lord Nagafen to finish the job.



NOTE An area of the map in the east is revealed when you gain control of Lord Nagafen. It appears to be a circle guarded by T'xol Mogri, the flying siege unit of the Shadowrealm. Take Lord Nagafen, destroy the guardians, and open the chest there. Once you do that, you unlock the Dawn Spire and Temple Knights for this mission.



Fly to the center of the map with Lord Nagafen. There lies the Portal and Solruua. She is guarded by six T'Xol Mogri, Sacrificial Healers, and several dracoliches.



Tackle the Portal and Solruua directly from the east. That way, you only confront one dracoliche at a time. As soon as you see the dracoliche, fly back with Lord Nagafen to your ranged units. Use them to help Lord Nagafen take down the dracoliche and then fly back to Solruua.



Target the Sacrificial Healers around Solruua first. When they are dead, run back to your own Templars and replenish Lord Nagafen's health. When he is at maximum health, fly back and attack Solruua. Ignore the T'xol Mogri. Keep pressing the attack, but retreat when you drop below 50 percent health to return for healing. Make sure you have six Templars to heal you. Otherwise, Solruua heals faster than Lord Nagafen. The key is to keep battering at her health until she falls. Keep repeating this cycle until Solruua is dead.

Killing Solruua is only half your goal. You also must destroy the Portal. Before you can do that, fly by and lure the two remaining dracoliches back to your ranged units. After dispatching them and replenishing your health, fly back and kill the T'xol Mogri. With them out of the way, turn your full attention to the Portal. As it crumbles to dust, you can finally breathe easy, for the sinister threat of the Shadowrealm has at last been laid to rest.

But the gods themselves have foretold that even greater dangers lie ahead. Prepare yourself: A war brews on the horizon that will Dwarf all the tragedies you have faced here today....



CHAPTER 7

ELDDAR ALLIANCE CAMPAIGN

MISSION 1: ASHES, ASHES

MISSION INFO

- ◆ Transfer Points: N/A
- ◆ Mission Overview: Prince Baleion and Chancellor Tohren have not been seen since our abandonment of Rivergate Fortress. Find them and lend them any assistance they might need.
- ◆ Primary Objective: Rescue Prince Baleion and Chancellor Tohren
- ◆ Area: Southern Plains of Karana

MISSION OBJECTIVE

- ◆ Rescue Chancellor Tohren

NEW BUILDINGS

Alliance Outpost
Deadshot Range
Training Grounds

NEW UNITS

Bixie Harvester
Deadshot Archer
Gaz Warrior
Koda'Dal Recruiter



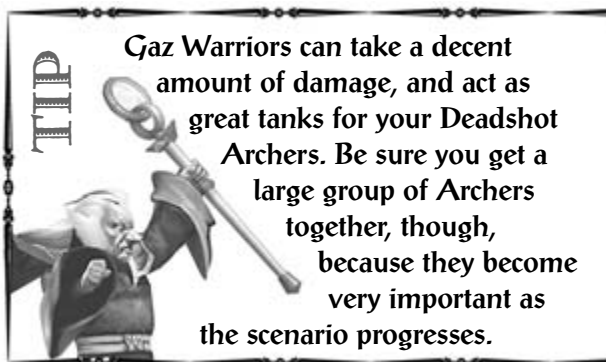
A band of Goblins captures Prince Baleion, and your Lord and his forces have tracked the kidnappers to the Southern Plains of Karana. Prince Baleion is rescued immediately, just as the Goblins are about to kill him, but Chancellor Tohren is nowhere to be found. The prince believes that the Goblins intend to ransom Torhen to the Shadowrealm, and that he is being held somewhere nearby.

You begin this mission with a Deadshot Range, an Alliance Outpost, and a small group of units made up of your lord, Gaz Warriors, and Deadshot Archers. You also have two Bixie Harvesters that begin harvesting immediately. Use your starting cash to build a few more Harvesters and Deadshot Archers. Build more Harvesters until you have eight working. At this point, save up for a Training Grounds so you can crank out both Deadshot Archers and Gaz Warriors.



The enemy in this scenario isn't building a base, so take your time getting started. However, if you are impatient, your initial group could be enough to take out the first few enemy groups.

Your first goal is to find Chancellor Tohren. Once you have a few melee and ranged units, move up the hill to the east, where you encounter a small group of wolves. Kill the wolves and continue up the hill to the Goblin camp.



At the top of the hill, you encounter several groups of Goblin aggressors and Goblin boneslayers. Eliminate the groups one by one, and keep your Archers back so they do not get attacked. In the Goblin camp, you also find a chest containing an Elixir of Solusek Ro, which grants the user invulnerability to elemental attacks for a short period.

Beyond the Goblin camp, a group of inferno Goblin berserkers and a Goblin commander guard a chest containing a scroll of Lightning Blast. Also, a platinum mine is nearby, and your first mine is probably running low.

Continue building Gaz Warriors and Deadshot Archers, giving priority to the latter. When you have enough platinum, research Fungal Regrowth 1 at the Alliance Outpost. This upgrade increases the health regeneration rate for your army.



Have a decent-sized army together before progressing south and down the hill to the west. There, you encounter a Goblin that sets fire to the weeds around you. Kill the Goblin to extinguish the fire, then charge forward.



Beyond the blaze, you find a camp full of Goblin commanders and inferno Goblin berserkers. Concentrate your attacks to ensure you eliminate all of the opposition without losing too many of your fire-damaged troops. Another platinum mine at the western border is past this second Goblin camp. This is the last platinum mine on the map.

Move your army south and east around the hill. A small pack of wolves wait at the first bend, and beyond that, a group of inferno Goblin berserkers. After you dispatch these two groups of monsters, make sure that your army has many Archers. The next part of the map is guarded by flying units, and your ground troops are useless against them.

Case in point: A group of fire drakes waits in some ruins to the east. Kill them one by one, and move your Archers back to heal between battles. The fire drakes are easily killed, but so are your Archers. Three frost drakes hover over the small lake to the south. Again, use your Archers to kill them one at a time. In the center of the lake is a chest containing a scroll of Lightning Blast.



TIP

The Fungal Regrowth upgrade, available at the Alliance Outpost, increases your units' hit point regeneration rate. Research it before taking on the tougher units near the map's center. You can take them on one by one with less downtime between battles.

Two paths go up the hill on the eastern side of the lake. The northern path leads to a small, enclosed area with three chests. Approaching any of the chests causes several skeletons to attack, so make sure your warriors have once again assumed the front lines before opening any of the chests. Inside them you find two charges of Poisoned Web and a single Summon Werewolf spell.



Lead your Deadshot Archers up the southern path on the hill. You encounter a few more fire drakes and, at the top of the hill, a Goblin who chants in a strange language. Soon he rouses a large, angry dragon. The dragon makes short work of the Goblin before turning its attention to your troops. Its bark is worse than its bite, though, and a full group of Archers takes it down easily.

When the dragon is dead, a path appears to the south. Take your warriors through first, then follow with the Archers. You are attacked by undead minions of Solruua Dain, the toughest opponents you face in this mission.

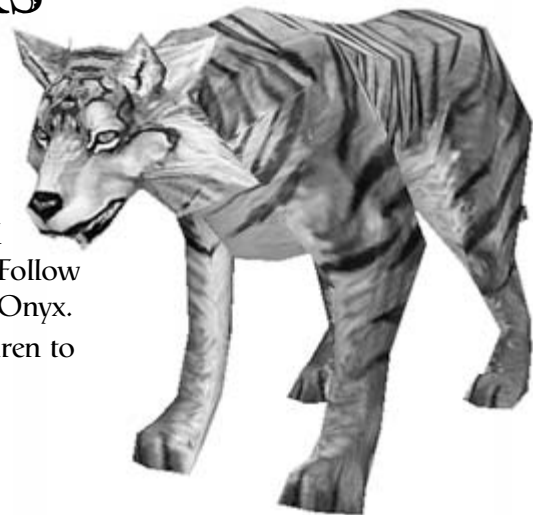


After you kill the minions, continue to the east, where you encounter Solruua Dain. Near her is Chancellor Tohren, who informs you that the Thex Onyx has been stolen from Rivergate.

MISSION 2: DWELLERS IN THE DARK

MISSION INFO

- ◆ Transfer Points: 24
- ◆ Mission Overview: The necromancer Solruua Dain and her spy, Darkeye, were last seen in Blackburrow Mine. Follow her so that we can learn what they want with the Thex Onyx.
- ◆ Primary Objective: Escort your lord and Chancellor Tohren to the exit of Blackburrow Mine.
- ◆ Area: Blackburrow Mine



MISSION OBJECTIVES

- ◆ Escort your lord and Tohren safely out of Blackburrow Mine.
- ◆ Use an Infiltrator or Burglar of Tohl to free all of the captives in Blackburrow Mine.
- ◆ Get snake venom from the Goblin trader.
- ◆ Return the giant snake venom to Rexx the Brewer.
- ◆ Use your lord to retrieve Evrel's Key from the Gnoll treasury.

NEW BUILDINGS

None

NEW UNITS

Beguiler

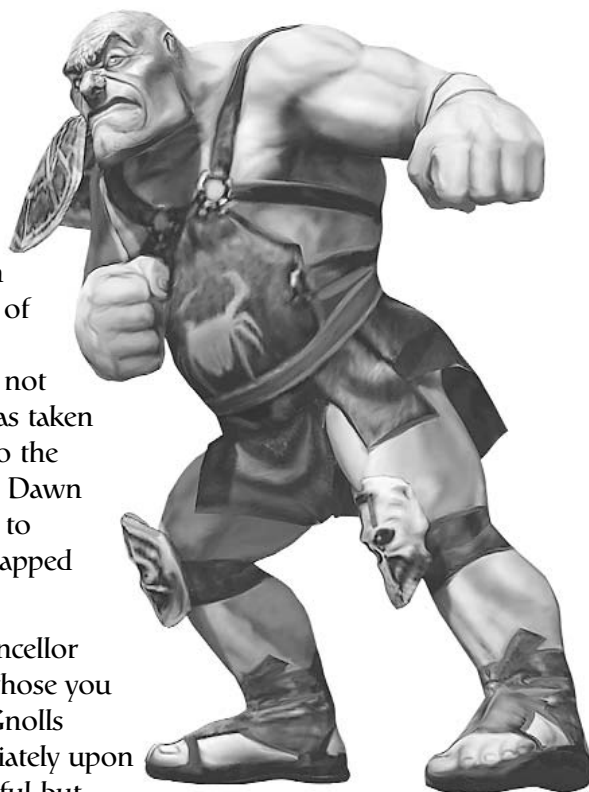
Burglar of Tohl

Greensong Bard

Mud Elemental

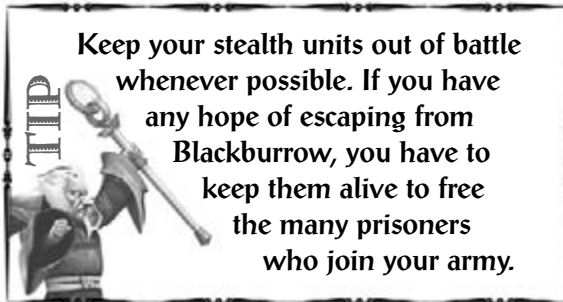
The thieves who stole the Thex Onyx have been tracked to the Blackburrow Mine. Lord Huigar of the Dawn Brotherhood meets your Lord at the entrance to the mine, and informs you that it is not wise to enter because a large group of Gnolls has taken residence inside and are attempting to break into the treasury. Lord Huigar also informs you that the Dawn Brotherhood cannot aid you should you decide to enter but that there are numerous individuals trapped in the mine who may be willing to help you.

Inside the mine, you begin with your lord, Chancellor Tohren (a Beguiler), and a few units, including those you carried over from the last mission. Tesch Mas Gnolls patrol the hallways and likely attack you immediately upon entering. Note that Tesch Mas Gnolls are plentiful but relatively weak compared to your troops.



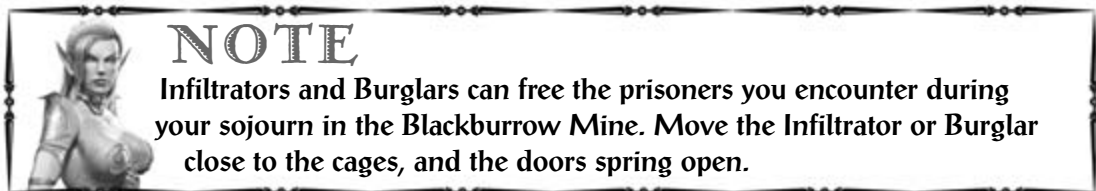
CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

After the hallway is clear, move down the passage to the west. You meet another group of Gnolls. Hiding by some barrels is an Infiltrator, a Dawn Brotherhood stealth unit who agrees to help your cause. Continue west and down the passageway to the south.




The hallway leads into a large room filled with Gnolls and cells. Do not send your troops in there yet. Instead, have the Infiltrator set a lava trap in the hallway, then run into the room and lead some Gnolls back out. They set off the trap, taking a fair amount of damage. Now have your troops attack. Continue with this pattern until the room is cleared.

The room is filled with prisoners. Release them by sending the Infiltrator near their cells. Doing so bolsters your ranks with several more Gaz Warriors, Deadshot Archers, and a Highland Axeman.



Now return to the entry hall and follow it east. You come across several Gnolls bullying a Burglar of Tohl. Kill them and add the Burglar to your ranks. Move all of your party (except the stealth units) up the passage heading north, and prepare for a big battle.

Numerous Tesch Mas and Rosch Val Gnolls are in the northern chamber. Note that the southeast corner of this area is filled with traps—have one of your stealth units disarm them if you proceed through that area. Keep your Archers back as you move your melee units in. You'll destroy most of the Gnolls without too many losses, as long as the Gnolls don't break through to your ranged units. Have your Archers concentrate on the Rosch Val Gnolls on the raised platform while your melee units clear the main floor. After you clear the chamber, send one of your stealth units up to the raised area to free a Mud Elemental. It will be very handy in the next room. Before venturing forth, talk to the Gnoll near the northern wall of this chamber. This is Rexx the Brewer, and he asks you to bring him some giant snake venom, which begins the Blackburrow Stout quest.

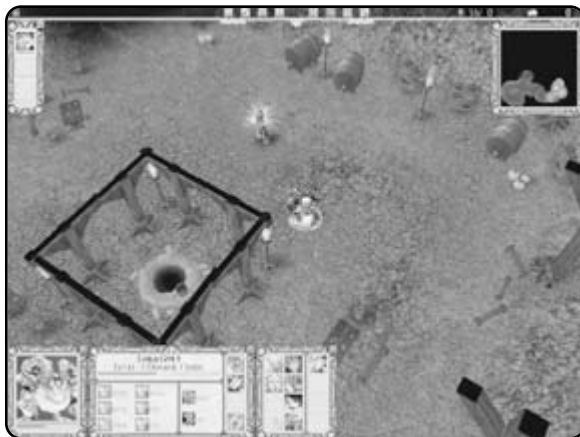


NOTE

The Blackburrow Stout quest is completely optional, but the stout itself bestows powerful protection against poisons.

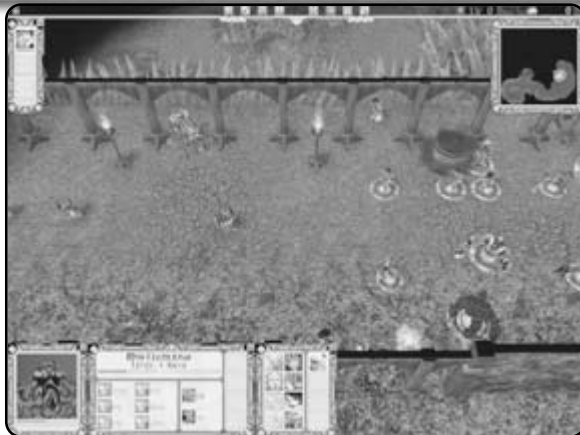
Move your troops into the room to the northeast. Let the Mud Elemental concentrate on the two Bone Piles, as his siege damage helps to take them down quickly. The Gnolls in this room do not pose much of a threat to your rapidly growing force.

Up on the raised walkway to the west, you encounter even more Gnolls. Kill them all, then head south into another room filled with prisoners. Have a stealth unit free them. Among these prisoners is a Greensong Bard, whose Song of the Sirens can temporarily turn an opponent to your side.



Continue to the west and finish clearing the raised walkway. The path ends to the west, but you may notice some phantom animations in an inaccessible room below. Your ranged units should take them out from this path, or they will be trouble later in the mission.

You should have a sizable army at this point. Move everyone back through the mines to the small western chamber where you first met the Infiltrator. Gather your forces there and get ready for a large battle.



Move everyone north until you see a Goblin standing in the middle of a large, open cavern. Approach him, and he speaks about the Gnolls in the mines. Ready your army near this Goblin, with the melee units in the front, facing northeast, and your Archers slightly behind them. Move a single Archer north until you see the large force of Gnolls. Shoot one, then high-tail it back to your group. The Gnolls advance. Another group of Gnolls emerges from the eastern passage, as well. Luckily, both groups can be stopped by your melee force, and shouldn't have a chance to flank your ranged units.

Throw everything you have at the Gnolls. Use any area effect spells—like Lightning Blast or Poisoned Web—

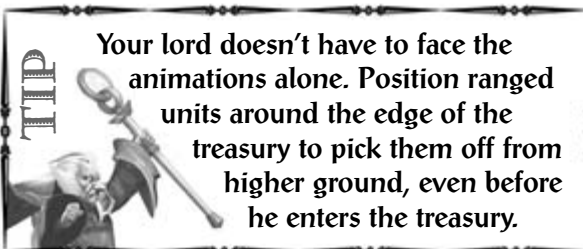
you've been holding onto. You are likely to take some losses, but you should come through the battle victorious.

Once you defeat the Gnoll army, head north to the Goblin village. Find the Goblin merchant, who gives you the giant snake venom. Pick up the vial of venom, then take it all the way back to Rexx the Brewer. Talk to Rexx, drop the venom, and then pick up the Blackburrow Stout. Now return to the Goblin village.

The northeastern passageway is blocked by a magical gate. A small passage leads north from the Goblin village. Select only your lord, and head through the passage. You encounter a strange, hovering skull that gives you a task: Retrieve Evrel's Key from the Gnoll treasury. Step onto the glowing platform behind the skull to be transported to the treasury. If you eliminated all of the



animations earlier, this is a breeze. If not, prepare for battle. After you clear the room, open the chests. The larger chests contain Summon Skeleton spells; the smaller chest contains the key. Now step on the glowing tile in the north of the room to return.




The skull thanks you and opens the passageway to the northeast. It also warns you that worse things than Gnolls lurk in the mines. Move your troops through the now-open passage to the northeast.

The following path is filled with skeleton pikemen. The way is narrow, so keep your melee units at the front and your ranged units close behind. You need both, but you don't want your melee units unable to join the fray because an Archer is in their way. The passage turns to the east and leads into a river. Again, more skeleton pikemen are waiting. Beyond the river is a camp full of skeleton pikemen. Lure the pikemen out to the river in small groups by sending one unit into the camp, attracting their attention, then running back to your main force. This way, your units have more room to maneuver. After you clear the camp, continue east.

Stop before the passage bends to the north. Another big battle is up ahead, so your units must be in good marching order. If you've lost some melee units, or if you just want a helping hand, use one of the Summon Skeleton spells found in the treasury—they summon a powerful undead warrior to aid you. When you are ready, head north.



In the large cavern, you encounter a large force of skeleton pikemen and skeleton warriors. Move as much of your force into the cavern while fighting as possible. While the narrow confines of the passage protect your ranged units, they also make it difficult for the ranged units to get within firing range. If you have trouble with the skeletons, make one of your stealth units spring the locks on the nearby jails to release the prisoners.



Don't forget to use your summoning artifacts if the opposition overwhelms you. The Summon Skeleton spells from the Gnoll treasury and the Summon Werewolf spell from the previous mission are a great help if you are being slaughtered by the undead.

After your forces defeat the undead army, it's just a short walk to the exit. Unfortunately, an even more difficult enemy awaits you up the path. Several skeleton pikemen and two giant spiders guard the final path to the exit. Eliminate the spiders first, and then turn your attention to the pikemen. The mission ends when your lord and Chancellor Tohren reach the exit door to the north.



MISSION 3: EVERFROST

MISSION INFO

- ◆ Transfer Points: 29
- ◆ Mission Overview: We're getting close to finding Solruua and the Thex Onyx, but first we must meet with Barran Barrananok of the Dawn Brotherhood. We dare not cross his territory without his permission.
- ◆ Primary Objective: Recover the Thex Onyx.
- ◆ Area: Everfrost Peaks

MISSION OBJECTIVES

- ◆ Gain entrance to Kromrif Kaald.
- ◆ Find and kill the Kromrif Berson to obtain the scroll needed to free Liebestrat.
- ◆ You have obtained Kromrif's scroll! Take it back to Liebestrat to release him.
- ◆ Liebestrat has destroyed the Elite Kromrif that guards the entrance to Kromrif Kaald! Now is the time to breach its wall.

NEW BUILDINGS

Hall of the Poet
Heelstone

NEW UNITS

None

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Darkeye and Solruua Dain have taken the Thex Onyx into the mountains of Everfrost, near the Barbarian city of Halas. General Barran Barrananok of the Dawn Brotherhood greets your Lord and his party in the mountains, but again refuses to aid your cause. Confronted with the knowledge that the sacred Hammer of Connall has also been stolen, General Barrananok reluctantly informs you of the thieves' last known whereabouts: They have traveled into Kromrif Kaald, stronghold of the Ice Giants. You must gather together an army and find a way into Kromrif Kaal. It won't be easy. Barran Barrananok warns that the ice giants do not willingly allow many into their fortress.

In addition to the troops you transferred, you are given a few units and some Bixie Harvesters. You are at your maximum unit capacity at the outset, so quickly build a Deadshot Range with your starting platinum so you can train some more Harvesters. Almost as soon as the mission begins, two Kromrif savages attack your base. Your starting force is able to deal with them, but the assaults are relentless and unending, so build your army as soon as you have a good Harvester force.



NOTE




This mission gives you access to the Hall of the Poet, which trains Greensong Bards. Don't neglect to build some, because they can temporarily enchant enemies and turn them against their allies. They are especially important toward the end of this mission.

Move your forces along the southern path, which bends to the east. Near the river, you encounter another force of Kromrif giants. If you've built up your army, you should be able to deal with them easily. If you're exploring with your starting force, lure them one by one back to an ambush location. After the river is clear, continue forward.

The first of two expansion mines is across the river. Build an Alliance Outpost here. While a Hive works for gathering, raising your unit cap early is very important. A small group of Kromrif savages attacks this expansion base shortly after you start building, so be sure you have forces nearby to protect it.



Before venturing south, build up a solid force of Deadshot Archers. You want at least a full regiment, and more if you have the platinum and the unit space. Take your Archers and your lord south along the path from the expansion mine. You encounter four frost drakes. It is difficult to separate them, so be prepared to lose a few Archers. Make sure to keep your higher-level Archers back and away from enemy fire—you'll need the most powerful army you can muster once you enter Kromrif Kaald.

TIP


Throughout the first portion of this mission, do everything in your power to keep your higher-level units alive. You'll most likely acquire a knight before the end, which will prove very beneficial during the final confrontation with the ice giants.

Travel west across the river. The path forks, with one path leading west and the other following the river south. Continue west. A group of ice giants guards a large gate. Eliminate them, then break down the gate to meet the dragon Liebestrat.

Liebestrat explains that he's magically imprisoned, and that to free him you must kill the Kromrif Berson and retrieve a magic scroll from his body. This is your next task, but as soon as you break down the gates to his prison, two Kromrif savages and a Kromrif channeller attack your expansion base. Return there and eliminate them. Now it's time to find the Berson.



CAUTION

Throughout this mission, small bands of Kromrif forces attack your bases after major events. Later in the mission, it will become financially unfeasible to repair the damage or to rebuild. For this reason, it is critical that you keep your units alive at all costs, because your unit cap, and even your ability to produce units, will be significantly impaired.



Return to Liebestrat and follow the path leading south. Three chokidai broodsires guard their nests just past Liebestrat's cage. Kill them and continue south, fighting the small bands of giants along the way. Stop and rest after every battle because enemies are everywhere in this section of the map.

In the southwest corner is a small group of four chokidai whelps. They are easy to dispatch, but because some giants are nearby, micromanage your troops so they don't attract the giants' attention. Near the whelps is the second, and last, expansion mine on this map. A Hive works fine for this mine, because platinum is more valuable than unit capacity during the latter half of the mission.

The path bends to the east, and another small camp of giants. Just past them is a larger camp with four Kromrif savages. In the camp's northern corner, a chest contains a scroll of Dragon Roar.

A wide path leads south from the camp. The Kromrif Berson, a wizard, and two Kromrif savage henchmen are waiting on the hill. Also nearby are several chokidai whelps guarding a chest containing a scroll of Lightning Blast. The Berson is easy to kill, but as soon as he falls, two Kromrif savages and a Kromrif channeller attack your main base. Grab the scroll that the Berson dropped, then send your force all the way back to stop the assault on your base.



When the base is secured, rebuild any buildings that the enemies destroyed. Keep most of your army at the base and send the unit carrying the scroll back to Liebestrat, who breaks down the walls of the Kromrif Kaald and kills the guards near the entrance. After Liebestrat is freed, five ice giants attack your main base. After you kill them, send your entire force down to the river east of Liebestrat's former prison.

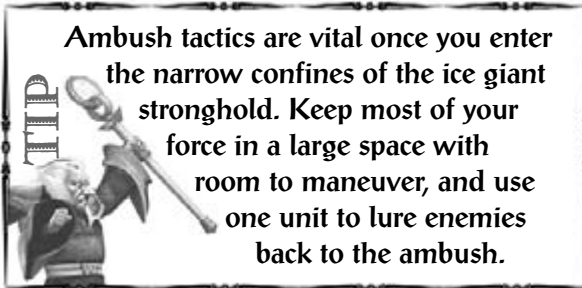
Before entering the Kromrif Kaald, build up your army to replace any units you lost in the hunt for the Kromrif Berson. Once your forces are ready, follow the path that leads south.

The path winds around the river and leads through the now-destroyed gates of the ice giant's fortress. Follow the winding path north, and you encounter a trio of Kromrif savages just beyond the gates of the fortress. A narrow path continues north, but leave the majority of your force behind. Select only a few Deadshot Archers and head north.

Order the Archers to destroy the gates ahead. Once the gates fall, another group of ice giants attacks your main base; at this point, you are better off keeping your army alive and letting them raze it.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Beyond the gates waits a large force of ice giants and four wolves. Lure them back to your ambush spot. If they do not all follow, repeat the process until you ambush them and the path through the gates is clear.



Just beyond the gates is another good ambush spot. Again, select one unit, send it up the ramp, and lure the giants on the walkway above down to your army. Do this until the path is clear. In the center of the walkway is another gate, which leads to a storage room. Break it down and lure the giants within to your troops. The chests within the storage room contain a Yellow Fang Earring (which increases a unit's resistance to crushing damage), an Earring of Solstice (which increases a unit's mana regeneration rate), and a Summon Giant spell with two charges.



The area in front of the storage room is your next ambush location. Send one unit up the path leading north and lure each of the three giants guarding the ramp back to your army. After you kill them, keep your ambush in place. A large force of Shadowrealm units, including several Hammerskull Grunts and a Defiler, guard the chamber containing the Thex Onyx. Lure them back to your ambush, as well, then move your force down to the next chamber.





NOTE

By the final battle in this mission, you should be able to knight at least one of your units. Do so, because it makes finishing off the ice giants easier.

A nearby Goblin attacks. After he is killed, the gate to the chamber opens. But it's not over yet. Keep your force in this chamber, and position them for a large battle. Keep your Archers and Greensong Bards back, and summon anything you can if your forces have been depleted. Now, send one unit into the next room. A large force of ice giants, made up of several channellers and savages, attacks. Lead them back to your army. Use your Bards to enchant the giants, as pitting the giants against each other turns the tide in your favor.

Once the giants are dead, continue into the chamber containing the Thex Onyx. You must defeat one last Kromrif savage, but after the last battle it should not be any trouble. When you enter the chamber, you discover that the Solruua's plans are more sinister than you could have imagined.



MISSION 4: FANGS OF THE SERPENT

MISSION INFO

- ◆ Transfer Points: 31
- ◆ Mission Overview: Shadowrealm forces have been converging on our northern border. Get to the Serpent's Spine Mountains immediately and defend our position.
- ◆ Primary Objective: Defend our base.
- ◆ Area: Serpent's Spine Mountains

MISSION OBJECTIVES

- ♦ Fight your way into the Eddar Alliance base.
- ♦ Defend your base.
- ♦ Eliminate all Shadowrealm forces in the area.

NEW BUILDINGS

Siegeworks

NEW UNITS

None

Shortly after the discovery that Solruua Dain has fused the Thex Onyx and the Hammer of Connall, Prince Baleion arrives and urgently requests your aid in defending the Eddar Alliance base in the Serpent's Spine Mountains. He has learned that Solruua Dain has led a large force of Shadowrealm rebels into the region and is planning an assault.

You begin the mission with a small group of troops, just down the road from the base that must be defended. Immediately begin moving your forces up the road to the northwest. You encounter two Brothers of Night. Be careful when fighting them, as their Instill Doubt ability causes your units to flee from the battle. Continue up the path, over the bridge to the north.

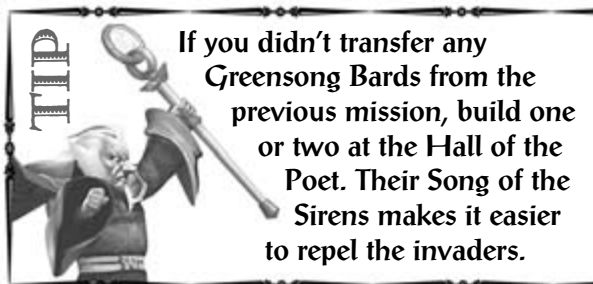
On the bridge you encounter four Hammerskull Grunts and a Brother of Night. These should pose little trouble, especially if you have transferred a knight from the previous mission. Continue along the road. It bends to the east and you arrive at the Eddar Alliance base shortly after a group of four Hammerskull Grunts.



A Gaz Warrior and two Deadshot Archers defend the base. The Heelstones located at the northern and western entrances to the base decrease the invaders' armor resistances, but get your forces there quickly to finish the invaders off. Move all of your forces to protect the northern base entrance.

Just to the south of your base, you see two Bixie Harvesters on a bridge. Send them slightly to the south and have them start mining the platinum. You can train two more, but you won't need more than four Harvesters during this mission.

Another invasion force arrives from the north. This force is made up of four Hammer-skull Grunts and three Defilers. Again, the Heelstones weaken them considerably, so allow the invaders to enter your base before attacking. Move your forces to the southern entrance and wait.




The next invasion is a slightly larger one: seven Hammerskull Grunts and two Defilers. Wait until they spring the Heelstones near the eastern entrance, then attack. When the enemies are gone, move your entire army south along the road. The next invasion force in the southeastern corner is composed of five Hammerskull Grunts and two Brothers of Night. Kill them, then return to your base.

Replace any units you may have lost in the preceding battles. You don't need a huge force to finish this mission. Ten to twelve Deadshot Archers, six to eight Gaz Warriors, and two or three Green-song Bards should be more than enough, especially if a knight is among them. You also want a Burglar of Tohl, though you can wait until later to build him.



TIP



Burglars of Tohl are trained at the Siegeworks. Before you send your army out of your base, consider building a Burglar and using his sneak ability to scout out enemy positions.

It is time to start hunting the Shadowrealm. Head north from your base and follow the road into the small Elven village to the northwest. A chest is hidden behind some trees in the southern section of the village. It contains a Poisoned Web spell. Grab it, then follow the small path heading out of the northwest corner of the village.



Follow the river south. Fight two bears at the base of the waterfall. Gather your forces here, as a large Shadowrealm contingent of seven Hammerskull Grunts and four Defilers waits just around the bend. Send your melee units around the corner, then quickly follow with your Archers and your Bards. After the Shadowrealm units are defeated, move your troops up the ramp and destroy the small base.

West of this base, the path forks to the west and south. Go south first. You encounter seven Hammerskull Grunts along the path, but they are spread out enough that you can take them easily. Continue along the path and into the river, then dispose of the amygdalan flayer lurking in the water.



A small ramp leads up to a platinum mine guarded by four Hammerskull Grunts. Kill them and build a Hive nearby, then send your Harvesters to the mine.

NOTE

You do not need much platinum during this mission. However, make sure to research the Level 1 upgrades for Gaz Warriors, Greensong Bards, and Deadshot Archers.



Return to the fork in the path. If you haven't trained a Burglar of Tohl yet, do so now. Move your army along the western path. A small ramp leads up to a group of five Hammerskull Grunts and a Smelting Tower. Kill them and destroy the tower.

Send your Burglar of Tohl along the small path that winds north and west through the canyon. He discovers traps set along the path—attack the traps to destroy them. Activate his stealth ability and move west, destroying traps. You pass a group of five Hammerskull Grunts and two Brothers of Night near a platinum mine. Leave them alone for now. Continue disarming traps along the southern path, but get out of there as soon as you see the Bone Pile—the Shadowrealm base is just ahead.



Have your army ready itself on the newly cleared road. You can either attack the Grunts and the Brothers near the platinum mine now, or wait until after the upcoming battle. A large force of Shadowrealm units soon departs from the base. As soon as you see them, use any enhancement spells you have, and stop them in their tracks.

East of the newly discovered platinum mine is a road leading north. A pack of four drogmars and three spiked drogmities lives at the end of the road. These are fairly tough, but if you want the experience, make sure to concentrate your attacks. They aren't easily lured away from their lair, so you must attack them en masse.



After the road is clear, set up a harvesting operation at the new mine if you want to bolster your forces. If your troops are in good shape, and you have taken out the big invasion force, you should have no trouble razing the base.

Head south, and have your Archers concentrate on destroying the two Bone Piles near the entrance, while your Gaz Warriors take on whatever units are still at the base. After you defeat the Bone Piles, concentrate on destroying unit-producing buildings. Finally, take out the stronghold itself.

MISSION 5: GAUNTLET

MISSION INFO

- ◆ Transfer Points: 26
- ◆ Mission Overview: Supplies are desperately needed in Takish'Hiz, but no caravans have come from Khazan'Kai in weeks. Look into this matter immediately.
- ◆ Primary Objective: Escort at least 15 caravanners safely through Khazan'Kai.
- ◆ Area: Khazan'Kai

MISSION OBJECTIVES

- ◆ Escort at least 15 caravanners safely through Khazan'Kai.
- ◆ Free Lugg from his captors so he can open the gate.
- ◆ Get to the docks and kill the Elven imposters before Varon Kenn arrives.

NEW BUILDINGS

None

NEW UNITS

Gatmaster

Wolf Rider



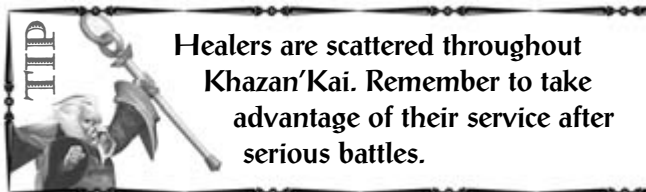
The supply caravans headed from Khazan'Kai to Takish'Hiz have been attacked by Lord Skass and his minions in an attempt to cut off Solruua Dain's supply line and trap her in Eddar Alliance territory. The leader of Khazan'Kai, Varon Kenn, is absent, and Lord Skass has taken control of the town. Prince Baleion has ordered you to remove Lord Skass and to escort a caravan to Takish'Hiz, which is in desperate need of supplies. At least 15 members of the caravan party must make it through the Takish'Hiz gate.

Organize your starting units, then move south until you meet a messenger. He informs you that the gate to Takish'Hiz is closed, and only a resident named Lugg can open it. Lugg will not open the gate unless he gets a direct order from Varon Kenn.

Continue south along the bridge. You meet a small group of Shadowrealm units, three Hammerskull Grunts and a Frostbringer. Kill them, heal up, and continue south into Khazan'Kai.



As you enter the city, a group of undead attacks. Several skeletons and two spectres are just past the entrance to the city. Luckily, a small band of reinforcements—three Gaz Warriors and two Wolf Riders—waits nearby. Also nearby is a Elven healer, who heals wounded members of your party during the battle.



The caravan automatically moves into Khazan'Kai once the bridge is clear. Keep a small group of units near the caravan (two Gaz Warriors and two Deadshot Archers should be sufficient), and move the rest of your forces east.

This section of the city is made up of the bridge, the courtyard, and a road heading north-south at the eastern end of the courtyard. When you reach the courtyard's eastern end, you encounter a Defiler and two Brothers of Night and, farther north on the road, two Hammerskull Grunts, four skeletons, and two skeleton warriors. Don't move too far north—just move enough so that you can attack the first few enemies. Move your army back to the caravan soon.

Shortly after you engage the enemy in the road, a group of Goblins appears and attacks the caravan. As soon as you can, move your main force back to the caravan to protect it. Also, four Hammerskull Grunts have appeared just east of the caravan. The units left behind, with the help of the healer, should be able to hold the Goblins until the bulk of your troops can arrive and finish them off.



CAUTION



Throughout this mission, enemies spawn in areas you have already cleared. Backtrack and reclear areas between you and the caravan whenever possible, so it won't be attacked as it moves to its next location.



Continue clearing the road until it turns east and the city becomes less populated.

The caravan moves to its next safe position. Heal up, and continue around the bend. You encounter six zombies, three of which are attacking potential reinforcements.




Send a few Gaz Warriors to attack those three, while the bulk of your force attacks the three zombies closest to you. If you can save all the reinforcements, you have two more Greensong Bards and three Deadshot Archers to add to your army.

Just east of the zombies, you meet a spy. She informs you that Elven imposters are waiting at the docks to assassinate Varon Kenn when he arrives. You only have ten minutes to make it to the docks and stop them.

Farther down the road, you encounter a zombie, two skeleton warriors, and two Summoners. The road splits here, heading north toward the docks and south up a walkway into the center of the city. Head for the docks.

A small band of Hammerskull Grunts awaits to the north. Kill them, then send your whole party back to the caravan—a group of three zombies has appeared just north of the caravan’s position. Kill the zombies, and the caravan moves to a new location, just slightly to the north. It is safe here, at least for the time being, so take everyone and continue heading for the docks.





NOTE You have plenty of time to get rid of the assassins before Varon Kenn arrives, so don't jeopardize the caravan's safety. Make sure you head back to the caravan at least once after meeting the spy to get rid of the zombies gathering nearby.

The road leads north, west, north again, and east before you have another encounter. Just before you reach the docks, you are attacked by a small Shadowrealm party that includes two Sacrificial Healers. Your Greensong Bards should use their Song of the Sirens on the Healers, enchanting them so they heal your units while your army takes out their Shadowrealm allies.

The Elven imposters are to the east. The assassination party includes four Deadshot Archers, two Gatemasters, and a Koadal Recruiter. They are surprisingly easy to defeat, but the battle isn't over. As soon as the assassins are dead, move your party back to rest and heal—a much bigger threat is right around the corner.



Immediately after you kill the assassins, a very powerful Shadowrealm party comes in from the southern road. Six Hammerskull Grunts, Lord Urtt (a Hammerskull Grunt knight), and two spellcasters are among them. Separate them and have your Bards enchant the Grunts. Concentrate on killing the knight first, then turn your attention to the other Grunts and the spellcasters. A chest down the southern road contains a Ring of Firewarding.

A small group of reinforcements arrives in the map's northeastern corner after the docks are cleared. The party includes three Gaz Warriors, a Greensong Bard, three Deadshot Archers, two Gatemasters, and one Koadal Recruiter. Move them over to the caravan; you'll meet up with them shortly.

Varon Kenn arrives right on time and agrees to tell Lugg to open the gate. With him are some Koadal Recruiters, which may be needed very soon.



Move your entire force, including Varon Kenn and his cohorts, back to the caravan. Add the reinforcements to your party, then head to the road leading up to the center of the city. Three zombies and a Hammerskull Grunt guard the road, so kill them and rest up. The road splits again, with one path heading east and one heading south. Stop, rest, and heal at the fork. A nearby Elven healer can help.

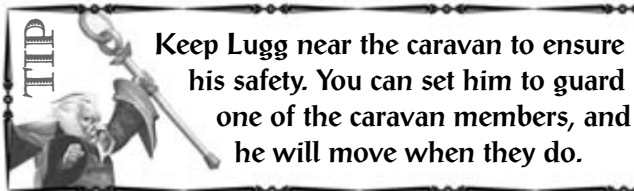


Begin to inch your way up the path to the east. You encounter Lord Skass interrogating an undead Gaz Warrior. Lord Skass is looking for Solruua Dain, whom you learn is, in turn, looking for something called the Cap of Shadows.

When the conversation ends, attack. Lord Skass is not easy to beat. He is a Necromancer, and at his side he has three Mogri, two Defilers, the Gaz Warrior zombie, and two Wretched. Have your Bards enchant the Wretched, while most of your force attacks Lord Skass.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Keep your knights and your lord alive, as their auras provide significant benefits in this tough battle. After Skass is dead, finish off his troops. Hit the Mogri and the Wretched first, then take on the spellcasters. When Lord Skass' army is dead, find the nearby treasure chest. Lugg is also standing nearby. Have Varon Kenn approach Lugg, and he joins your group.



Continue south. Along the road you meet a few small parties of enemies. First is a Summoner with two acid drakes, so have your Deadshot Archers lead the way at the outset of your movement south. The road bends to the east, and you next encounter a group of three zombies. Just past the zombies you find a Sacrificial Healer and two Tricksters.

As soon as the Healer and the Tricksters are dead, move your melee units back to protect your flank. Two Hammerskull Grunts, a Mogri, and a Defiler are coming down the road at you. When the road is clear, the caravan moves into its next position.



Move your forces east. A group of undead is attacking a reinforcement party. Kill them quickly, and you gain two Wolf Riders, two Gatemasters, and two Deadshot Archers to bolster your ranks. Stop here and heal up. The road bends to the north ahead, and one final battle remains.

Four Skeletons, four zombies, a Mogri, and four Hammerskull Grunts guard the Takish'Hiz gate. At this point, your party should be strong enough that the enemy forces are not much trouble, but try to kill the Grunts and the Mogri first, then worry about the undead.

When the path to the gate is clear, move Lugg to the gate and it opens. The surviving members of the caravan pass through it and the mission ends.



MISSION 6: ENEMY OF MY ENEMY

MISSION INFO

- ◆ Transfer Points: 42
- ◆ Mission Overview: Our scholars have confirmed that the Cap of Shadows was once housed in the vaults of Guk. Claim this ancient artifact before Solruua's rivals steal it for the Shadowrealm.
- ◆ Primary Objective: Recover the Cap of Shadows.
- ◆ Area: Guk Environs

MISSION OBJECTIVES

- ◆ Recover the Cap of Shadows from Solruua's camp.
- ◆ Capture all four Training Grounds.
- ◆ Escort the Gatemaster to Danal's Academy.

NEW BUILDING

Danal's Academy
Wolf Pen

NEW UNITS

None



CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Three Shadowrealm armies have invaded the swamps in the vicinity of Guk. Solruua Dain leads the largest, having camped here after recovering the Cap of Shadows from the depths of Guk. Two other rival factions, led by Lady T'Lak and Lady Kreyä, have arrived to wrest the Cap from Solruua Dain's grasp. An emissary of the Shadowrealm meets with your lord to offer a temporary armistice. He needs aid to wipe the Shadowrealm from the area and leaves you with a gift of three Dark Recruiters.



NOTE



While the strategy to complete this mission is straightforward, the paths you take are not. This map is primarily a large open area, so while this walkthrough refers to major landmarks, the route you take could vary, and the monsters and enemies you encounter on the way are not predictable except in certain locations.



Select your starting units and travel east toward the map's southeastern corner. Leave the Dark Recruiters behind for now. Your party encounters a trio of ghosts in some ruins, and they tell you that Froglok riches can still be found in four abandoned Training Grounds in the swamp. Leave the ghosts and follow the dry path to the north.

You pass some bloodvines and werewolves. Both monsters are common in the swamps, so kill everything you see for experience. The path bends to the west and leads to a clearing where the first Training Grounds is located. Bring one of the Dark Recruiters to the building, and use his Capture ability to make it yours.



NOTE



When you encounter ancient Training Grounds, keep your units away from them. They register as enemy buildings, and your troops will try to destroy them.



When the Training Grounds is captured, you receive enough platinum to build a few Gaz Warriors. Do so, then continue west. Southwest of the Training Grounds is a werewolf guarding a chest. Kill the werewolf. Inside the chest is an Explorer's Locket, which increases the wearer's movement speed. In a clearing west of the Training Grounds is a lone Summoner. Kill him and continue west.

NOTE As you travel through the swamp, you encounter enemy forces. They are constantly on patrol and seemingly in endless supply. Be wary of these enemy units, and be ready for a battle whenever traveling through the swamp.

Solruua Dain's patrols include Brothers of Night and Hammerskull Grunts.

T'Lak's are Tricksters. You may see some of Kreya's Frostbringers on patrol as well, but they are rare.



Move west toward the second Training Grounds in the southwest corner. Stay close to the southern wall as you move. Have both of the remaining Dark Recruiters follow behind your troops.

When you reach the Training Grounds, keep your forces near the path leading south until the Recruiter is able to capture the building. Note that this path leads to Lady T'Lak's base. While there's nothing you can do about it now, it's good to know where the enemy is.




After the Training Grounds is captured, use the reward platinum to build more Gaz Warriors. A group of Hammer-skull Grunts stomps out of the swamp and attacks the building. Attack them, and after they are defeated, travel a short distance south of the newly acquired building.

A Gatemaster greets you and says he must return a scroll to the Danal's Academy in the map's northeastern corner. Add the Gatemaster to your party, then follow the narrow strip of land leading north to the third Training Grounds to the northwest. Kill the bloodvines you encounter along the path.



Before you reach the Training Grounds, stop and gather your forces. A few Hammerskull Grunts and Sacrificial Healers are standing near the building. Lure them away with a single unit, and ambush them with your forces in the swamp. Bring the third recruiter to the Training Grounds and capture it.

TIP



Two of the Training Grounds will provide you with Bristlebane's Bounty scrolls when captured. Have your lord or one of your knights grab them—they will be very useful later.

You receive 900 platinum for the capturing the third Training Grounds. Use it to build Gaz Warriors, but save around 250 platinum. Leave four of these Warriors in Defend mode at the Training Grounds' north side, and add the rest to your group.

NOTE

To the northwest is a small clearing with a chest guarded by numerous bloodvines that are unreachable by melee units. If you transferred a few Deadshot Archers from the previous mission, move them to the clearing and kill the bloodvines. The chest



contains a Hand of Entropy spell, which seriously weakens an enemy building when used. If you want the chest but don't have the Archers yet, you can come back later.



Solruua Dain's base is just to the east, but passing directly in front of it can be dangerous. Instead, move down through the center. Fight several amygdalan flayers on the way, as well as many groups of bloodvines. You may also encounter Shadowrealm troops, so keep your army close together and do not let units run off after separate targets. When traveling through the center of the swamp, make sure all of your units are in the same fight.

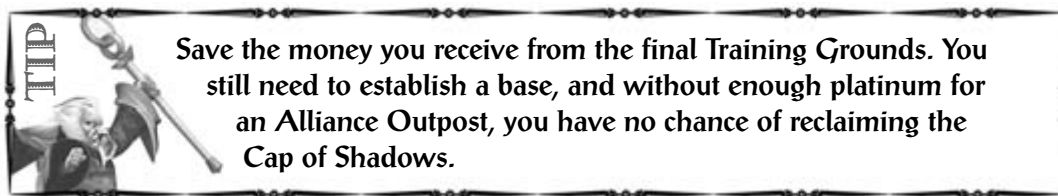
Though the fourth Training Grounds is your next goal, you don't have a fourth recruiter—yet. It's time to finally deliver that scroll for the Gatemaster. The path to the Academy is just above the center of the map on the eastern side. You encounter some bloodvines as you wind through the swampy path leading to the academy, and you



see some of Lady Krey's units standing on a ridge to the south. Her base is inaccessible from this path, but take note that this is its north side.

Danal's Academy is at the end of this path. Move the Gatemaster to the Koadal Recruiter, and she joins your army. When the Gatemaster approaches the Academy, it becomes yours. Use the Academy to train a few Gatemasters with your remaining funds, then move out toward the final Training Grounds.

Several bloodvines line the path to the Training Grounds, so keep the recruiter back as you fight them. Near the Training Grounds itself, a few Hammerskull Grunts stand idly by. Kill them, then get your forces back. Have the recruiter capture the building, for which you get 600 platinum. Save this money.



You must make a choice now: Attack either Lady T'Lak's base or Lady Kreya's base. The latter is a slightly tougher battle, but the rewards make it well worth the effort. Follow the swamp south from the fourth Training Grounds, and head east on the path just south of the path leading to the Academy. A small stretch of land leads up and into Lady Kreya's base from here. Prepare your troops on the path. Cast any enhancement spells your lord or knights have and any enhancement spells you might have picked up along the way. Also summon any monsters that you can.



Send a group of melee units toward the first Bone Pile at the entrance to Lady Kreya's base. Bring the rest of your units up to attack the enemy units near the entrance. As soon as the first Bone Pile is destroyed, attack the second Bone Pile. When the defensive structures are gone, focus all of your might on Lady Kreya. After she is dead, you should have no trouble killing off the rest of her army.



NOTE

Before destroying Kreya's Stronghold, use the Bristlebane's Bounty on it. This should give you at least 1,000 platinum.



Raze Kreya's buildings. To the Stronghold's southeast is a Blackfire Spire. Near the Spire is a pristine platinum mine. Set up your Alliance Outpost as close to the mine as you can, then build another Bixie Harvester or two so you have a few working the mine. You don't want too many Bixies, however, because your limited platinum is better spent elsewhere.



NOTE

You now have the ability to build the Wolf Pen, where Wolf Riders are trained. The Wolf Rider is the Eddar Alliance cavalry unit, and the Wolf Pen acts as a prerequisite for some higher-level structures.

A pack of werewolves lurks on a path leading south from your new base. Kill them and open the chest they guard; inside is a scroll of Lightning Blast.



As you gather money, head back into the swamp with your army. Another still-active mine is near the center of the swamp. The remaining two factions are fighting over it, but if you want some of that platinum for yourself, send a harvester or two to the mine, and set a few units to guard them. Just north of this mine is a small island with an unguarded chest. In the chest you find a Mass Insanity spell.

TIP



When you cast Mass Insanity, all enemy units within range briefly change sides, making it a very powerful tool in tough battle situations. Save it for when you really need it.

At your base, begin building unit-producing buildings and researching upgrades. Remember that you do not need a Training Grounds—you already have four of them. Build at least six Deadshot Archers and four or five Greensong Bards. If you lost many Gaz Warriors in the base siege, build a few more of them as well. Research both of the available Sulfur Tip Hues upgrades for the Archers, and both Tower Shield upgrades for your Gaz Warriors. If you have platinum left over, research Fungal Regrowth 1 at the Alliance Outpost.



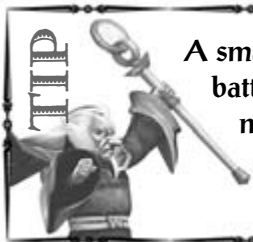
NOTE



Researching upgrades, especially when your funds are limited, is usually a better value than building more troops. Making your existing, more-experienced units stronger benefits you more than having a greater quantity of weaker units.

Organize your new, expanded army, then head down to the southwest corner. T'Lak's base is just southwest of the Training Grounds. Cast any enhancement spells, then send a force of Gaz Warriors along the path leading south to her base.

Target the northernmost Bone Pile, then immediately move to the southern Bone Pile. Bring in your other troops as the Bone Piles fall, and target Lady T'Lak herself. She has a plethora of Sacrificial Healers, so have your Archers target them if you have trouble killing her. After T'Lak is dead, take out her army, which is primarily made up of Frostbringers. Use the second charge of Bristlebane's Bounty on her Stronghold before destroying it. When T'Lak's outpost is razed, return to your base and use any remaining funds to build more Archers and Warriors.



A small group of Greensong Bards can significantly turn a battle in your favor. Their ability to enchant the enemy can make a large group of enemies immediately turn on one another. Do not neglect to add four or five Bards to your army before the final battle.



Move your army just south of Solruua Dain's base, and bring the Gaz Warriors guarding the northwest Training Grounds over to the main force. Set all of your forces to Defend mode. Two Bone Piles are on her base's southern border. Send a force of Gaz Warriors to attack the westernmost Bone Pile, then pull them back as soon as it is destroyed. This draws a large group of her forces out into the swamp. The battle is hectic, but don't let your forces enter the base

just yet. Kill everyone who emerges, then take out the second Bone Pile to the east, and again pull your troops back after it is destroyed. Kill anyone who emerges, then enter the base and head east.

Destroy all of Solruua Dain's buildings and Bone Piles if you want the experience (which you do). Make your way east toward the Mogri and Frostbringers near the Stronghold. Kill them, then attack the four Bone Piles guarding the Stronghold. After they fall, raze the Stronghold. When it falls, the Cap of Shadows is yours.



MISSION 7: BROTHERHOOD

MISSION INFO

- ◆ Transfer Points: 48
- ◆ Mission Overview: A party of Brotherhood soldiers has escorted chancellor Tohren south to examine our newly acquired artifact. Help him in any way that is needed.
- ◆ Primary Objective: Assist Tohren's study of the artifact.
- ◆ Area: Lake Neriuss

MISSION OBJECTIVES

- ◆ Assist Tohren's study of the artifact.
- ◆ Escort Tohren safely back to the Brotherhood camp.
- ◆ Destroy the Brotherhood base.
- ◆ Find a drake's scale, a werewolf's tooth, and a bloodvine leaf.
- ◆ Return to Grundle the Dwarf and drop the items for him.

NEW BUILDING

Circle of Stones

NEW UNITS

Thorny Druid

Treant




CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

The Dawn Brotherhood has escorted Tohren back from Everfrost and is holding Solruua's fused artifact for safekeeping. Tohren's examination of the Cap of Shadows has revealed that it is ancient, but apparently not of any great power. He believes that it may be another part of the fused artifact Solruua created with the Thex Onyx and the Hammer of Connall.

At the outset of this mission, you have a Deadshot Range, an Alliance Outpost, and enough starting funds to build a significant base. Build some Bixie Harvesters, then start constructing buildings and training troops. You should also build a Hive near the mine—which is a good distance from your base—to make your mining operation more efficient. Build up your entire army before moving anywhere, and research as many upgrades as you can afford. Fungal Regrowth 1 (as well as Fungal Regrowth 2, if you can afford it), and all Tower Shield and Sulfur Tip Hues upgrades are essential.





NOTE

You now have access to Thorny Druids, melee support units whose special ability allows them to protect a single friendly unit with a damage-inducing shield.

When your army is full, or almost full, move east. You encounter a Dawn Recruiter and two Highland Axemen, sent here as emissaries of the Dawn Brotherhood. The Axemen attack, but obviously this small group is no match for your army.

After the Dawn Brotherhood has revealed its treachery, a nearby Treant pledges allegiance to your cause and tells you the Dawn Brotherhood have fled to the north with the fused artifact. Four Treants are now at your disposal—one to the north, one to the south, one to the east, and the one who spoke to your party. Quickly move all four Treants to your army, and take a defensive stance on the road.



More Dawn Brotherhood troops attack. The first wave consists of Spirit Talkers, Infiltrators, and Axemen. After you defeat the first group, reorganize your troops and take a defensive stance in the road. The second wave of troops consists of Kerran Cavalry, Brothers of Light, Ballistae, and two Highland Axemen knights. When the second group of Dawn Brotherhood forces is dead, rest and heal. If you don't have a Burglar of Tohl yet, train one now. Move him along the road, clearing the traps on the road ahead of your army.



NOTE

The main road is heavily trapped all the way to the Dawn Brotherhood's base. Having a Burglar of Tohl at your disposal is essential in this mission, as he can spot and disable the traps.



Move your army up the road to the north. A group of wolves to the west of the road attacks as you pass, so kill them. Continue up to the Dwarven Strip Miner standing near a Silo. This is Grundle, and he offers you a deal: He will assist you if you bring him a drake's scale, a werewolf's tooth, and a bloodvine leaf. Near Grundle is a chest containing a Gem Encrusted Ring, which increases the wearer's resistance to all physical attacks.

TIP



Finishing Grundle's quest is not necessary, but it is a very good idea—his sabotage makes your siege of the Dawn Brotherhood's base easier.

Select your ranged units and head up the path leading west along the very top of the map. Kill the drakes and grab the scale. Return your ranged units to your main force.

The main road continues south along the map's eastern border. Have your Burglar clear the road of traps and your army move behind him. You find a platinum mine on the road, so build a Hive and bring your harvesters over to replenish your treasury.



Further south, a small path leads east. On this path you find a trio of werewolves. Kill them and grab the tooth. Directly across the road is a small path leading west. Kill the wolves on the path, then continue following it until you reach a small group of blood-vines. Destroy them and grab the leaf.

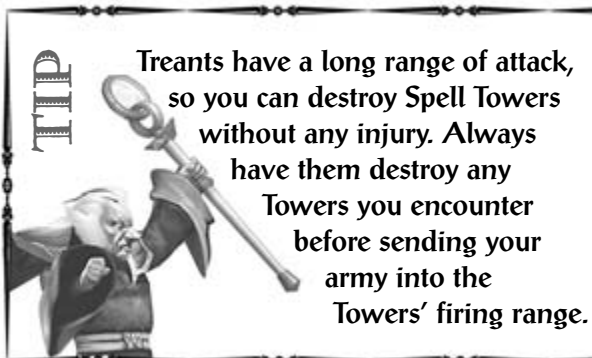


Return to Grundle and drop the three items near him. He walks down the road, into the Dawn Brotherhood base, then detonates his bomb near the Dawn Brotherhood leaders.

Continue moving your forces south, then west along the southern border. Keep the Burglar of Tohl at the front, disabling any traps he finds. You encounter a few small groups of Dawn Brotherhood troops along the way, but nothing you cannot easily handle.

Before reaching the first Dawn Brotherhood guard point, stop and reinforce your army. You want as big a fighting force as you can muster. Just before the first set of Spell Towers is a large group of Axemen and Cavalry, including an Axeman knight. Send a unit over to lure them back to your army, then ambush them in the road.

Send the Treants to knock out the Spell Towers ahead, then send in your troops to wipe out the guards.



Kill the wolves on the small path leading northwest, then build a Hive to the south of the platinum mine at the top of the hill. Send your Bixie Harvesters here when the previous mine is depleted.

The entrance to the Dawn Brotherhood base is just west of here. Grundle's actions not only took out some of the Brotherhood army, it also scouted the Brotherhood buildings for you, so get the lay of the land before sending in

your army. Two Towers guard the main entrance. Send your Treants to take them out. When the Towers are destroyed, send in your troops.

The guards at the entrance are a tough bunch. There are several Kerran Cavalry units, a few Axemen, Brothers of Light, and spellcasters. There are also two knights, an Axeman and a Glamour Caster. As always, target the knights first, if you can pick them out from their peers.



As you proceed into the Brotherhood base, it is essential that you keep your units together and pressing slowly forward. Separation in this base means death. Several Spell Towers are along the way, so keep your Treants firing at any Towers you see.



Several Temple Knights, including one that is knighted, are in the center of the base. Behind them is a chest containing a Summon Giant spell. The knights are guarded by several siege weapons and Spell Towers. Lure them away from their defenses, then concentrate your attacks on the knight. After he is dead, kill his compatriots. Finish razing the buildings, and kill all the villagers to complete the mission.

MISSION 8: COLD WAR

- ◆ Transfer Points: 54
- ◆ Mission Overview: Barran Barrananok's treachery at Lake Neriuss must be repaid. Slay this lion of the Brotherhood, and recover Tohren's artifact.
- ◆ Primary Objective: Slay Barran Barrananok and recover the fused artifact.
- ◆ Area: The Frigid Planes

MISSION OBJECTIVES

- ◆ Kill Barrananok and retrieve the fragment of the artifact he possesses.
- ◆ Slay DunGannon and his Barbarian allies.
- ◆ Slay the dragon Lady Vox.

NEW BUILDING

Lorekeeper's Haven

NEW UNITS

Beguiler

Forest Avatar

Mud Elemental

Swarmcaller



Believing the Shadowrealm and Elddar Alliance are working in conjunction with each other, Barran Barrananok has fled into the Frigid Planes with a fragment of the artifact. You must build an army, kill Barrananok, and retrieve what he has stolen.

NOTE



With the exception of those you transferred, all starting units are Level 1, so watch their health very carefully and pull them out of battle as soon as they lose more than half of their health. They only have to last you through the early part of the mission, though, so do not be too concerned for their safety.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Organize your starting troops, which include two Mud Elementals and two Forest Avatars, and begin moving up the main road. The road splits off onto a small path, but either route takes you to the same place, and each is guarded by ice giants and wolves. Fight your way forward until you reach a fork in the road. One leads west, and the other leads northeast through a gate guarded by giants and wolves. Ignore them for now and head west.



The road west leads to your base, which includes two high-level healers that cannot be controlled but can help heal your units. Immediately build a Deadshot Range. Start building harvesters, and have your entire army stand near the Heelstones guarding the entrance.



When the Range is completed, build a few Archers. A group of ice giants and snow wolves attacks your base. The Heelstones help to weaken them, so make sure you attack the invaders near the entrance.

With the base secure, begin building up your base and your army.

NOTE



As you build your army, it is good to know what lies ahead. During the course of this mission, you will need to choose between helping a Dawn Brotherhood general or a local dragon. If you choose to help the Dawn Brotherhood, you need a large force of Deadshot Archers and, especially, Gatemasters.

When you have a decent-sized army, leave the base and head east down the road. Kill the ice giants and wolves guarding the gate to the northeast. A large force of Kromrif Savages and channelers attacks, but once they are gone, the next area is fairly safe.



A large body of water sits in the map's center. Travel up and around it to the east. Avoid the path leading northeast from here—it leads to the heavily guarded Dawn Brotherhood base. On the water's eastern side is a platinum mine guarded by ice giants. Kill them and set up your second mining operation here. Near the mine is a chest with a Summon Giant spell. Return to the water's west side.

Send a small force of units up the road leading into the mountains to the west. The base of the road is occupied by werewolves. Kill them and continue up. You encounter a group of Goblins and frost drakes attacking several ice giants. Jump into the battle and help the Goblins. Curiously, the Goblins and the drakes do not attack you. Continue up the road, following it all the way to the mountain's summit.



NOTE On the mountain road, you pass a small path leading up to two chests, only one of which you can open. The right chest contains an item labeled “eat me”, which will make your lord huge, while the left contains an item labeled “drink me”, which will make your lord tiny. Neither item has any other effect.



A mine is near the summit. However, do not begin mining here. You will be able to later, but not now. Past the mine you encounter Lady Vox, a high-level dragon. Lady Vox offers to aid you in your fight against Barrananok if you kill Lord DunGannon and his allies in the south. She then gives you two minutes to leave the mountain.



Hurry back down the road and meet up with the rest of your army at the base of the mountain. Follow the road down to the southeast corner. Near the southern border, the road splits to the east and west. To the west are several ice giants guarding a mine. Kill the giants and build a Hive, then send your Bixies to start mining, if needed.

The road east leads to DunGannon’s base. You are not attacked as you enter. Instead, DunGannon offers you his own deal: Slay Lady Vox, and he will help you attack Barrananok. He also gives you a two-minute warning. Leave his base, then decide whose aid you want to enlist. Or, more importantly, whom you are prepared to kill.



KILLING LADY VOX

Accepting DunGannon's offer requires that you kill Lady Vox, which is not easy. More importantly, the troops DunGannon will give you as a reward are not as powerful as those Lady Vox will give you. For these two reasons, we recommend that you accept Lady Vox's offer instead.



If you decide to kill Lady Vox, be sure you have a large force of fully upgraded Deadshot Archers and Gatemasters. Lady Vox has a huge amount of health and strong resistances to everything but elemental damage, which Gatemasters do, and which Deadshot Archers do with the Sulfur Tip Hues upgrades.

You must kill all of the Goblins and frost drakes on the mountain road, then confront Vox herself. When fighting Vox, only send your ranged units near her. Her breath attack does a

great deal of damage to everything in its path, and you do not want troops dying who cannot even help with the fight.

Have at least 20 Deadshot Archers and at least ten Gatemasters, unless you have some sort of health enhancements (such as Lord Gult's Heroic Bond spell), in which case a few less will suffice. Concentrate all of your attacks on her, and she will eventually go down, but you will lose the majority of your attack force in the process.

After you kill Vox, return to DunGannon, who gives you a Highland Axeman knight, four Highland Axemen, three Templars, three Spirit Talkers, a Brother of Light, and a Mahout.



KILLING DUNGANNON

Accepting Lady Vox's offer is a better deal all around. The attack on DunGannon is a straightforward base siege, and a fairly easy one at that. Furthermore, you'll find a Bristlebane's Bounty spell near his Rallyhouse, which you can use to steal money from his Rallyhouse before you raze it.

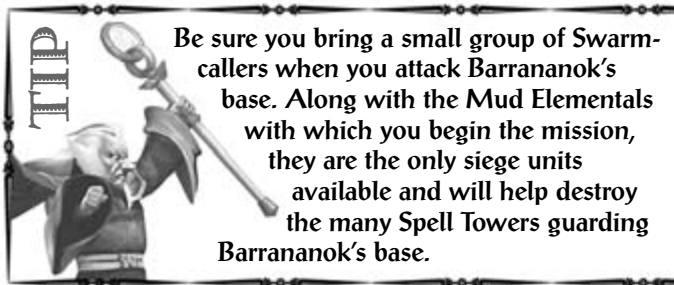


Lord DunGannon has a large force protecting him, but nothing your army can't defeat with little loss of life. DunGannon himself is a shaman, and he also has a knight in his army.

After you kill DunGannon and destroy his base, return to Lady Vox, who gives you two Goblin Soothsayers, three Goblin Warriors, and three frost drakes. More importantly, Lady Vox herself, a high-level dragon, is at your disposal.

KILLING BARRANANOK

Before attacking Barrananok's base, reinforce your army. If you need platinum, the mine on the mountain is now available, either because you killed the Goblins guarding it or because they are now your allies. When your army is full, gather your troops near the road leading northwest on the water's eastern side.



Barrananok's army attacks immediately. After you pass the gates at the mouth of the road, several Highland Axemen and Mahouts rush down. Past the first wave are two Spell Towers and several guards, including Mahouts and Brothers of Light. Destroy everything and move forward.



Past the first set of Towers, you meet another force escorting several Flame Casters. Send your Swarmcallers or Lady Vox after the Flame Casters while your troops deal with the escort. When the road is clear, continue forward.

The base is just ahead. Destroy the Spell Towers at the entrance, then break through the line of guards. Barrananok, a high-level warrior, is in the base's center. Rush forward and concentrate all your attacks on him. When he falls, the mission ends.

MISSION 9: WIELLE'S FALL

MISSION INFO

- ◆ Transfer Points: 61
- ◆ Mission Overview: Prince Baleion has requested that we move with haste to the outskirts of the Shadowrealm city of Wielle. Dire events are shifting the balance of power in Tunaria.
- ◆ Primary Objective: Take control of the city of Wielle.
- ◆ Area: City of Wielle

MISSION OBJECTIVES

- ◆ Seize control of the Wielle Outpost and 10 Shadowrealm ships. Baleion must survive.
- ◆ Assist Prince Baleion in securing the Wielle Outpost.
- ◆ Trigger the signal to bring Shadowrealm ships to port.
- ◆ Bring your ships to port so people can flee.

NEW BUILDING

None

NEW UNITS

None



With both the Shadowrealm and the Dawn Brotherhood advancing on the Elddar Alliance's borders, Prince Baleion believes it is time to begin evacuating the people to the safety of Faydwer. But the only ships worthy of the voyage are anchored in the harbor at Wielle, a stronghold of the Tier'Dal. Wielle must be taken by force and enough ships captured to safely transport the people to Faydwer.

The units supplied by Prince Baleion for the task are immediately attacked. Send your lord, knights, and transferred units north to join the fray. When the battle is over, pull all of your troops back behind the Heelstones guarding the north entrance to your base.

Begin setting up your base. You start with a Training Grounds and a Deadshot Range, so do not worry about constructing either of those. Train a few Bixie Harvesters and build a Hive near the platinum mine, which is quite far from your base.

Train some Deadshot Archers and Gaz Warriors, and organize your troops. Leave a small force behind to defend the base—three Archers and three Warriors are sufficient. Take your army and begin exploring to the west, but continue developing your base and training new units.



To the west of your base is a maze of forest, occupied by bears, wolves, acid drakes, and bloodvines. A few groups of Mogri are also in the forest and you encounter them as soon as you enter. In the southwest corner is a group of drakes guarding a chest that contains a Mass Insanity spell. When the forest is cleared, return to your base.



TIP It is tempting to use the Mass Insanity in the many large battles during your siege of Wielle. However, we recommend that you save it for the next mission, where it will be crucial.



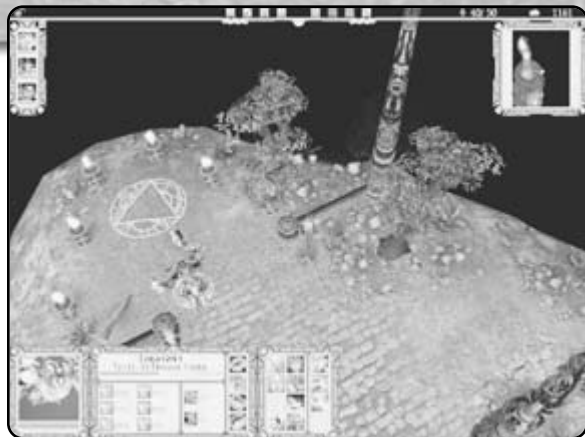
The Shadowrealm begins assaulting your base from the north. Groups of Venom Spitters, accompanied by Frostbringers and Tricksters, descend on your base. Wait until they are in range of the Heelstones before attacking, then finish them off.

You need a decent-sized force before pressing north, with a group of Gaz Warriors, a group of Deadshot Archers, and several support units, including Gatemasters and Greensong Bards.

Begin moving north immediately after one of the Shadowrealm attacks. Move straight up the map's center, attacking the Bone Piles guarding the road. Turn west on the road and make your way to the mine at the Wielle entrance. Set up a mining operation here, and set your troops to Defend mode at the city gates.



When you reach the gates, you are given a new objective: Activate the signal to bring the ships to the city. The signal is due north of the city gates. Take your army and fight your way to the signal. You encounter Venom Spitters and some support units, and pass a small Shadowrealm outpost including a Sacrificial Altar and a Thieves' Guild. Destroy everything you encounter and send your lord into the marked area in the north. Now return to the city gates.



Use Prince Baleion's special abilities. Among them are Divine Might, which increases his already-great damage rating, and Brell's Mountainous Barrier, which bolsters the health of all nearby units.

Hold the gates until you have enough platinum to bolster your army. Before pressing further into Wielle, you want a full group. Research whichever upgrades you can afford, paying special attention to Tower Shield, Sulfur Tip Hues, and Fungal Regrowth.



Move your army east. Two Bone Piles guard the road into the port. Destroy them and any nearby Venom Spitters. Hold your army at this point. Send your melee units up the road to the north to attack the next pair of Bone Piles, and lead the nearby Shadowrealm forces back to your army. When they are dead, begin moving into the port.



As you move into Wielle, watch your army closely. The Shadowrealm forces are everywhere, and you do not want your army splintering into small, weak groups. Keep your troops focused and close together as you take control of the city.

The port is the city's most heavily guarded area, with numerous Hammer-skull Grunts, including two knights, and a variety of support units. Keep your army focused on attacking a few units at a time, and progress east slowly. Destroy the Shadowrealm buildings in the port, as well. At the port's east side, the road splits to the east and northeast. Do not explore any farther yet. Stop and rest, then return to the road leading north at the port's western side.



NOTE



You must capture ten ships to complete the mission. The first two are in the port. To capture a ship, just walk a unit close to it. You hear a distinct sound when the unit captures the ship.

Build a Burglar of Tohl if you have not already. Have the Burglar guide your army along the northern road—it is heavily trapped. Just past the port is a chest containing a scroll of Dragon Roar, and another boat to capture. The road continues far to the north before cutting slightly west and then south again. Along the road, you encounter several groups of Venom Spitters with support units. The road is narrow, so keep your strongest units at the head of your army.



The road leads to a series of docks with another ship to capture and a forest entrance guarded by a group of The Wretched and some Bone Piles. Destroy the Bone Piles and kill The Wretched, then open the nearby chest for a Darkwater Pearl Ring, which increases the wearer's health regeneration. The road leads back into the forest outside town. Head east and return to the port in the center of Wielle.

Take the road northeast from the port. You encounter a group of Defilers and Frostbringers, but without melee support they are easy pickings. Capture the nearby boat, then follow the road east to a platinum mine and a chest containing a Regrowth of the Grove spell, which increases all nearby allies' health regeneration. The road southwest from the mine leads to another chest, this one containing a Summon Skeleton spell.



Return to the port and follow the road heading east. It turns southeast where two Bone Piles and several Venom Spitters patrol the road. Kill them and destroy the Bone Piles. Another boat is nearby. Capture it and continue south.

At the road's end you find two more boats guarded by a group of The Wretched. Kill the guards and capture the boats.

Return to the port and head up the road to the city's northeastern corner. You come to a bridge guarded by Mogri and T'Xol Mogri. Send your melee units after the Mogri and train all ranged attacks on the T'Xol Mogri. Just beyond the bridge is an Ogre Spire, which should be active. Send all of your troops into the Spire, teleporting them to a heavily guarded island in the southwest. Kill everything on the island, then capture the two boats on the western shore.



You should have at least ten boats at this point. Your final objective is to send the ships into the harbor just north of the port. When ten boats reach the harbor, the city of Wielle is secure.



MISSION 10: THE OCEAN OF TEARS

MISSION INFO

- ◆ Transfer Points: 68
- ◆ Mission Overview: Brotherhood frigates have been spotted near our convoys to Faydwer. Baleion has requested that you come to the Farsea Islands to discuss the protection of our fleet.
- ◆ Primary Objective: Reclaim all of the islands before the next convoy of ships arrives.
- ◆ Area: The Farsea Islands

MISSION OBJECTIVES

- ◆ Eliminate all Brotherhood forces from every island before the next convoy of ships arrives.
- ◆ Kill all of the Goblins in the drake bone yard.

NEW BUILDING

None

NEW UNITS

None

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

The convoy from Wielle is attacked near its destination, the Farsea Islands. The Dawn Brotherhood has begun establishing bases on the islands, and it hired privateers to keep the convoys from arriving. If the next convoy does not arrive safely, the Elddar Alliance will not survive. Remove all traces of the Dawn Brotherhood from the islands.



NOTE

There is very little platinum to be found on this map; be careful how you spend what little platinum you find. Save a couple thousand for the end of the mission—you will need it.

You only have 60 minutes to finish this mission, so get started quickly. Immediately build a Deadshot Range, then move your starting troops west and turn south at the fork. Kill the three Brothers of Light guarding the platinum mine, then build a Hive near the mine and start your platinum harvesting.



Head to the northwest corner of the island. Six Brothers of Light and two Highland Axemen guard an Ogre Spire. Kill them all, then return to your Alliance Outpost.

Build a Training Grounds, and train a couple of Gaz Warriors. You want at least two Deadshot Archers and two Gaz Warriors guarding your base at all times. Set up a single Heelstone on the west side of your base, then move your starting troops southeast. A few Brothers of Light guard an Ogre Spire. Kill them and step through the Spire.



NOTE

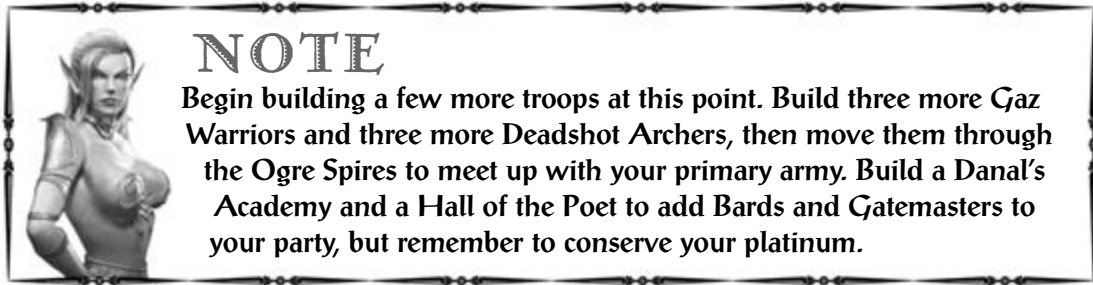


The Ogre Spires teleport you from island to island. Remember that you must kill every Dawn Brotherhood unit on every island within 60 minutes. With the exception of the two islands in the center, you will know an island is clear when the fog of war covering it disappears permanently.

The Spire teleports your troops to a small Dawn Brotherhood base on the island to the south. It is guarded by a small force of troops. Kill the guards and destroy the buildings. On the island's southern end, several Ballistae guard the next spire. Destroy them and step through.



You emerge surrounded by Ballistae. A platinum mine is nearby, so build a Hive and bring your Bixie Harvesters through the Spires to this island. Move your troops north to another guarded Spire. When the island is clear, send your units into the Spire.



You teleport to an island on the map's far west side. This island is occupied by *Ballistae*, *Brothers of Light*, and a few spellcasters. Another *Spire* sits on the island's east side. Clear the island and then use the *Spire*, which transports you to the island in the map's southwest corner.

If you have trained more troops, add them to your army before continuing. If you have not trained more *Gaz Warriors* and *Deadshot Archers*, do so now. On this island's west side is a larger *Dawn Brotherhood* outpost. The outpost is heavily fortified, and among the troops is a knighted *Templar*. Have your army focus exclusively on the *Templar* until he dies, then attack the *Spell Towers*. Kill all of the troops, then destroy the *Phantasmal Pool* and the *Lightfall Abbey*.



The nearby mine is the richest one on the map. Build a *Hive* and move your *Bixies* here. Remember to save at least 2,000 platinum for the end of the mission.

The Ogre Spire near the Dawn Brotherhood base sends you to an island to the east. You are met by a group of Drake Riders, who explain that the main Dawn Brotherhood base cannot be reached via the Ogre Spires. They offer a deal: They will assist you in your assault if you kill the Goblins that have taken residence in the drake bone yard to the north. Backtrack through the Spires and across the islands until you reach your base. Reinforce your army, replacing any lost units and adding another Gaz Warrior and Deadshot Archer or two.



NOTE

Be very cautious about replacing lost units. Both your unit capacity and your platinum are precious commodities in this mission, and any units you build early on will be useless in the final battle.



Move your army to the Spire in the northwest corner of the starting island. The next island is heavily occupied, so be ready for a tough fight. Work your way east, along the northern coast, kill the Highland Axemen and Ballistae on the beach, then move into the island's center, where the majority of the force is waiting. Try to lure units away in small groups if you have any trouble. When you have cleared the island's center, move along the southern coast to the Ogre Spire guarded by Ballistae. Destroy them, then rest before entering the Spire.

You teleport to the island in the northwest corner. It is also occupied, so slowly inch your way to the next Spire, located on the island's western side. When the island is clear, set up your next harvesting operation at the nearby mine, then step into the Spire.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

This island has a Beastlord Hold guarded by a small army of Element Masters, Ballistae, and dismounted Kerran Cavalry led by a Mahout knight. Attack the knight first, then turn your attention to his guards. Destroy the Beastlord Hold when the Dawn Brotherhood troops have been killed.



The Spire on this island leads to the drake bone yard on the island to the south. There are numerous Goblins in the bone yard, but they are relatively weak. Kill the Goblins, then return through all of the portals to the Drake Riders.

NOTE After you clear the Goblins from the drake bone yard, return and speak with the Drake Riders. They join your fight, and you now have access to six Drake Riders as well as the Drake's Nest.

Spend the rest of your platinum on Drake Riders. You want at least 15, though 20 will make the job much easier. Do not bother with their upgrade at this time—it is expensive and does not impact their combat effectiveness.

When your Drake Riders are built, send them north to the large center island. Destroy the Spell Tower on the southern coast, then follow the coastline west to a group of Element Masters and Ballistae. Destroy them all, then follow the northern coastline to a Spell Tower just north of the main base.



TIP

When you fly into the main base, attack the two Spell Towers first, and then immediately attack Lady Sakti in the center of the base. She is helpless against flying units, but bolsters the attack rate of the nearby Ballistae and reduces the damage rating of your Drake Riders.



When Lady Sakti dies, attack the Ballistae, the rest of the ground troops, and the nearby buildings. When the base is destroyed, the islands are secure for the convoy.

NOTE

If the mission does not end after you destroy the base, make a quick sweep of the map with the Drake Riders and kill any Dawn Brotherhood units you missed.

MISSION 11: BROKENSKULL ROCK

MISSION INFO

- ◆ Transfer Points: 76
- ◆ Mission Overview: Kill Solruua Dain and recover the last piece of the Staff of Rallos.
- ◆ Primary Objective: Kill Solruua Dain and recover the last piece.
- ◆ Area: Brokenskull Rock

MISSION OBJECTIVE

- ◆ Kill Solruua Dain and recover the last piece of the Staff of Rallos.

NEW BUILDING

Shrine of Tunare

NEW UNITS

None

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Tohren has discovered that the artifacts are pieces of the Staff of Rallos, a powerful weapon that belonged to Rallos Zek's chief mage. Tohren believes he can reassemble the Staff but there is still one piece missing—and it is in Solruua Dain's hands.

Shadowrealm troops are amassing on your northern border. Start your platinum harvesting, then organize your starting troops and move north to fight them before they strike. They have several Mogri and T'Xol Mogri, and with them is a Summoner knight. Have the Drake Riders from your starting troops, as well as your Archers, handle the T'Xol Mogri while your other troops deal with the ground units. Return to the base when the battle is over.

Before going anywhere, spend every bit of platinum you can scrape from the nearby mine (saving just enough for a Hive). Work up the tech tree to the Shrine of Tunare and train a large force of Forest Avatars. Get a large group of Deadshot Archers, some Gatemasters, Beguilers, and four or five Greensong Bards. Spend any remaining money on upgrades, but there is more platinum to be had, and at the moment, troops are your first priority.



NOTE



As you build your army, keep in mind that you will be facing a great number of flying units on the path to Solruua Dain's base, so have a large force of ranged units.



Move north, then follow the path east. The road splits to the south, but continue east across the small path. Kill the Mogri and T'Xol Mogri ahead. A group of Goblins is camped at the end of this path—kill them, and grab the Ring of Reflex they drop. This powerful ring grants near-invulnerability to piercing attacks.

Return west and follow the path south. Send your melee units after the two Bone Piles, while your Archers, spellcasters, and Drake Riders focus all of their attacks on the large dragon guarding the gate. When the dragon dies, kill the T'Xol Mogri. Do not move through the gate until your army is rested and replenished.

The gate leads to an army of skeletons and spectres, led by a drachnid. Also, a Bone Pile is on either side of the gate. Destroy the Bone Piles, then have all of your troops attack the drachnid.



Follow the path to the southwest. A group of T'Xol Mogri, led by a knight Summoner, attacks. Kill them and continue to the southwest.



Just beyond the T'Xol Mogri, a Goblin Archer spots your troops and begins running south. It is an ambush—a group of Goblin Blizzers is waiting just down the road. Keep your melee units out of firing range, and attack them with your ranged units. Just past the Blizzers is a Goblin camp near a platinum mine. Clear out the camp and build a Hive. Bring your Bixies through the gate and down to the mine.

Continue exploring the path to the south with your army. It bends to the east, where a group of Venom Spitters and T'Xol Mogri guard four Bone Piles. Have your melee units attack the Venom Spitters, while your ranged units attack the T'Xol Mogri. Just to the east is a Temple of Hate. Destroy it, then move your army back to the platinum mine.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Follow the path that leads down to the east of the mine. At the bottom of the path are two Bone Piles. Destroy them, then continue forward to battle a group of Shadowrealm units led by a Summoner knight. Head to where the road forks east and northeast.



Stop here and reinforce your army. If you have not already done so, begin researching any and all upgrades. Also begin building a force of Swarmcallers and a force of Drake Riders. The former are especially important—siege units are about to become a high priority.

The road northeast is a somewhat unappealing detour through a dragon's nest, but it goes around a large Shadowrealm force just ahead. Which road you choose depends on what you are prepared to battle: The high road to the northeast is home to a large group of powerful drakes. The low road leads to a heavily guarded group of Bone Piles, with a large Shadowrealm army led by a Summoner knight and a Defiler knight.



If you have many ranged units, the north-east road is the better choice. Otherwise, stick to the low road. Try to pull the army back and away from the Bone Piles, so you can fight outside of their threat range. Though Bone Piles are less of a problem against your high-level army, the sheer number of them on the path ahead makes them a significant nuisance in a large battle. After the Shadowrealm troops are dead, send your Swarmcallers and stronger melee units ahead to clear out the Bone Piles. Continue down the path.



A very lucrative mine lies just ahead, but it is guarded by a small force led by a Frostbringer knight. When the mine is safe, build a Hive and bring your Bixies down to begin mining.

Stop at the mine and rebuild your army. Replace any units you have lost, and regain your mana and stamina. When your army is ready, continue down the road.

NOTE

If you took the detour through the dragon's lair, be sure your Bixie Harvesters do too—you do not want them wandering into the Shadowrealm army waiting on the road.



CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Ahead, you run into the toughest force yet—a Hammerskull Grunt knight and two Defiler knights accompanied by several T'Xol Mogri, Venom Spitters, and Hammerskull Grunts. Concentrate your attacks as best you can in the mayhem, and try to single out the knights as your first targets. After the road is clear, rest before continuing.



Down the path is a group of The Wretched, protected by numerous Bone Piles. Send your Swarmcallers after the Piles while your army takes on The Wretched. Move down the road past the bend and to a dead end, where a drachnid and a small group of undead guard a chest. Inside the chest is an Annul Magic spell.

Move your army down the road to a small group of Hammerskull Grunts. Kill them and rest up—Solruua's Base is just around the next corner.

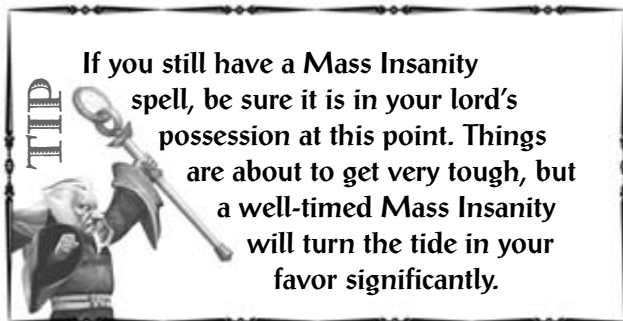
Solruua's base is not too much trouble. Although many troops guard it, they are not very tough. Level every building and kill every unit you see. Now rest and rebuild your army, if needed. The path east leads to Solruua and to the toughest battle you have faced thus far.



Two Venom Spitter knights and several T'Xol Mogri guard the entrance to Solruua's chamber. Moving beyond them activates the next phase of this fight, so kill them where they stand.



Move into Solruua's chamber. Solruua confronts your lord, explaining that even if he captures the fused artifact, the armies of the Shadowrealm and the Dawn Brotherhood will march on Takish'Hz to ensure that Chancellor Tohren never solves its mysteries.



As soon as the dialogue ends, a swarm of powerful units, including numerous Wretched and T'Xol Mogri, attack. Most of these are knighted, and your lord is alone in the chamber. If you do not have a Mass Insanity spell, your only hope of survival is to run the lord back to your army. It distracts the powerful guards while your strongest units move in and attack Solruua.

However, if you do have a Mass Insanity spell, cast it as soon as the dialogue ends. Select all of the guards who turned, and have them attack Solruua. Her units begin fighting amongst themselves, giving your lord time to get back to the safety of his army.

Solruua is significantly weakened, so move in quickly. Focus all attacks on her. When Solruua falls, her guards die, as well.





TIP If any Drake Riders survive the final battle, transfer them to the next mission.

MISSION 12: BATTLE OF TAKISH'HIZ

MISSION INFO

- ◆ Transfer Points: 84
- ◆ Mission Overview: We have little time to assemble the Staff of Rallos. Keep Tohren alive and allow no enemies to interrupt his work in the third tier of Takish'Hiz for thirty minutes.
- ◆ Primary Objective: Allow no enemies within the third tier of Takish'Hiz.
- ◆ Area: Takish'Hiz

MISSION OBJECTIVE

- ◆ Allow no enemies to enter the third tier of Takish'Hiz.

NEW BUILDING

None

NEW UNITS

None

Solruua may have been evil and power-mad, but her final prediction was not incorrect: The Dawn Brotherhood and Shadowrealm have laid waste to most of Takish'Hiz, but chancellor Tohren is making some progress toward reassembling the Staff of Rallos. You must keep enemy units from reaching the third tier of the city for 30 minutes so Tohren can finish his work.



This mission starts fast and frantically, but if you move quickly, you can get the upper hand. Select the Drake Riders you transferred from the previous mission and send them after the Dawn Recruiters trying to capture the Training Grounds and the Deadshot Range to the north. Kill them before they can infiltrate the buildings.



NOTE



If you didn't transfer any Drake Riders from the previous mission, you must recapture the Training Grounds and the Deadshot Range. You begin with one Koda'Dal Recruiter. Build another with your starting funds and begin taking back what you lost. This loss of funds means that you will not have enough platinum to set up a Hive when the time comes, but the delay in building one should not pose too much of a problem.



As your Drake Riders attack the Recruiters, pull any and all units currently in battle back to the Alliance Outpost. The Treants are too slow to escape, but you may save a few Deadshot Archers if you act quickly. Do not try to save the rest of your buildings; it is better to conserve your paltry starting force.

CHAPTER 7: ELDDAR ALLIANCE CAMPAIGN

Select all available troops and begin moving down the road toward the mine in the northwest. The road splits on the second tier of the city. Head west here, and continue down to the mine. Attack anything you encounter along the way.



Two Training Grounds are on the map, both next to the small pool of water east of the Alliance Outpost. Sell the undamaged one, and build a Hive near the mine. Send your Bixies down to the mine and leave a small force behind to guard them. Move your main force back to the city's second tier and assume a defensive stance near the junction leading south and west.

Both the Dawn Brotherhood and Shadowrealm make constant but easily handled assaults on this point, so be prepared to dig in. As your coffers grow, begin building Deadshot Archers. Send them to defend the area east of the Alliance Outpost. A Heelstone is nearby; position the Archers near it. The Shadowrealm attempts to send flying units over the walls to the third tier, but a force of seven or eight Archers at this position should prevent it.



Use the rest of your platinum to build Gaz Warriors and Deadshot Archers to defend the junction with your main force. Every ground unit needs to pass this point on the way to the third tier, so simply stay put and kill everything that comes your way.



After 30 minutes, Tohren will have completed the Staff of Rallos, and the powerful artifact lays waste to the entirety of both opposing armies. Takish'Hiz is safe, and the Staff of Rallos is in the capable hands of your lord. Victory is yours, but a dire warning forebodes that the peace achieved today will not last long.



CHAPTER 8

MULTIPLAYER MAPS

Understanding the battleground is one of the biggest advantages in a multiplayer game. A player who knows where to find the monsters and platinum mines will have a significant headstart and can grab the experience and platinum while their opponent wanders blindly about the map, trying to find any scraps left behind. Study these maps, and read each description for brief strategies and key locations.

LEGEND

A Start point

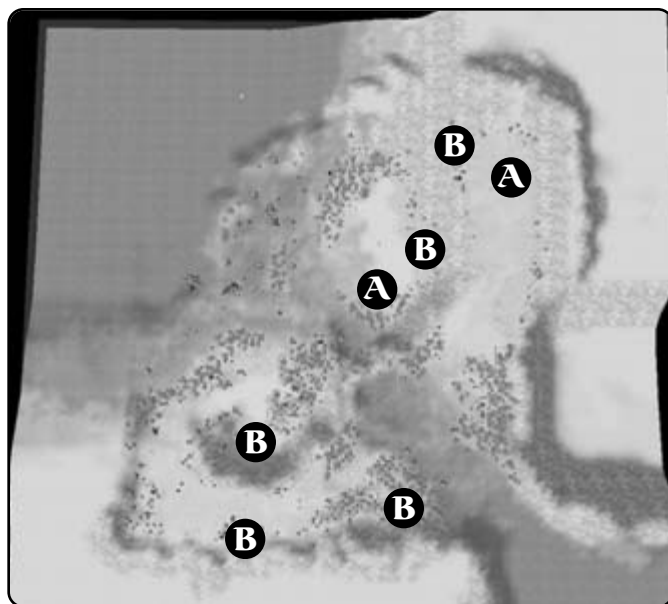
B Mines

BARREN COAST

Max Players: 2

Terrain: Medium Desert

This smaller map is ideal for quick games between two players. A few groups of mobs line the path between the two starting points, and the mine near the center will be a major point of contention, if the battle even lasts long enough. Try to get your lord exploring early—experience will be very valuable.

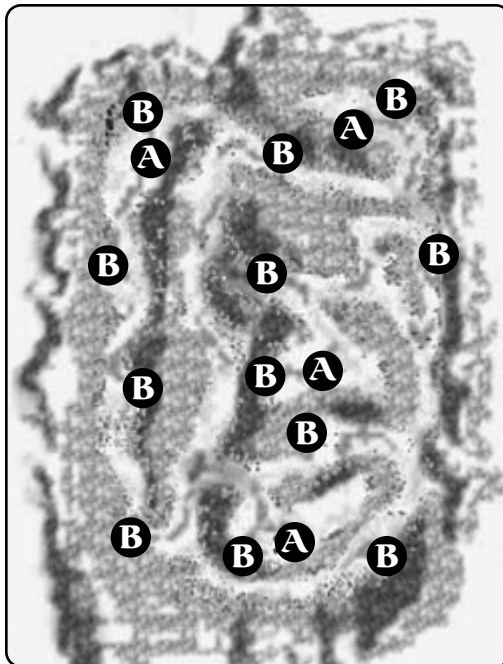


BRISTLEBANE'S PASS

Max Players: 4

Terrain: Large Snow

There are numerous platinum mines on this map. The starting points are easy to defend and give you plenty of room to build. It's close quarters, though, so expect lots of resistance while exploring.

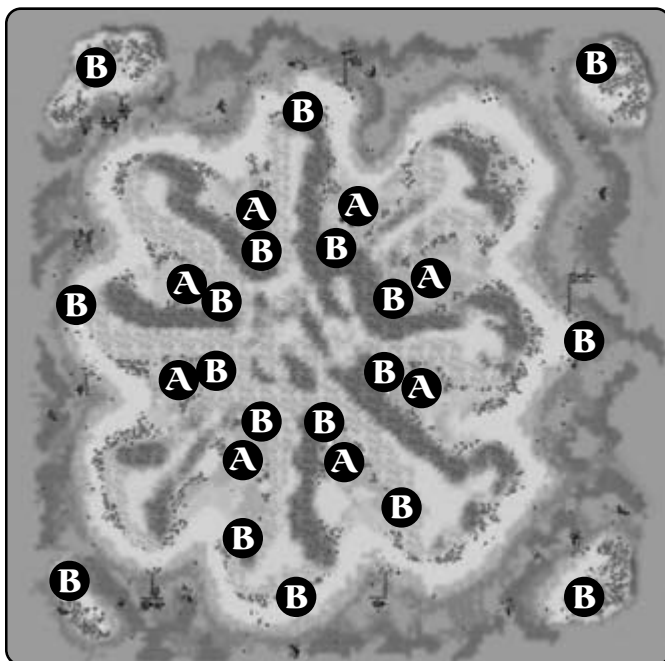


BROKEN TEETH

Max Players: 8

Terrain: Extra Large Desert

Eight players can battle it out on this huge desert map. Players start in the valleys surrounding the island, and there are a decent number of monsters on the main island. The real experience, though, is in the ocean, where several Flayers lurk. Lucrative mines are located on the beach, but they are out in the open and difficult to defend. The islands in the four corners also have mines.

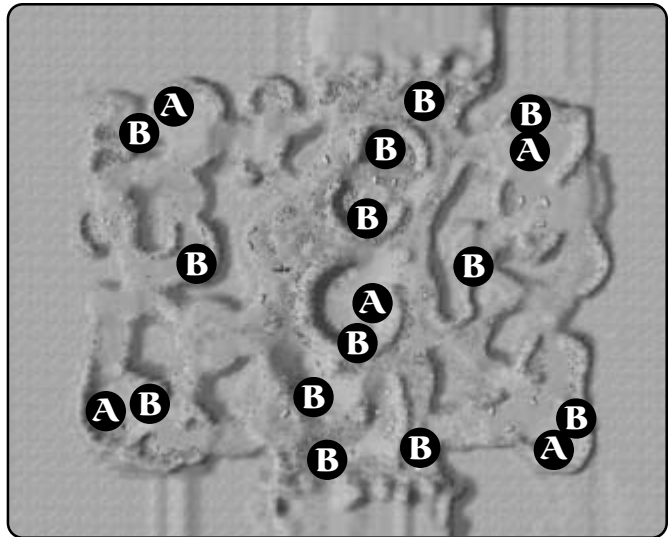


BROKENSKULL ROCK

Max Players: 5

Terrain: Extra Large Blighted

Many of the paths are covered in lava, meaning you must be very careful when exploring. The starting points are easily defended, especially if you use the lava to your advantage by creating well-defended chokepoints. The player in the center must be extra prepared for attacks.

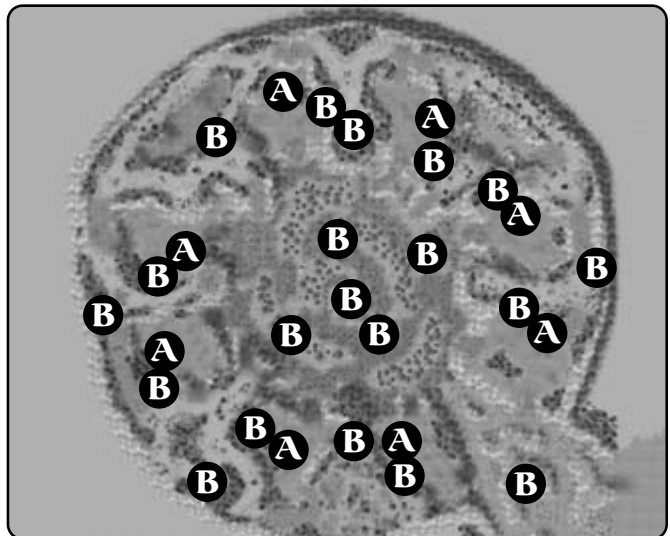


THE BURNING WOOD

Max Players: 8

Terrain: Extra Large Forest

There is plenty of platinum in the Burning Wood. The four mines in the large open center area of the map have a fair amount, but the real riches are on the raised area ringing the forest, where the mines are guarded by many monsters—but worth the effort to find.

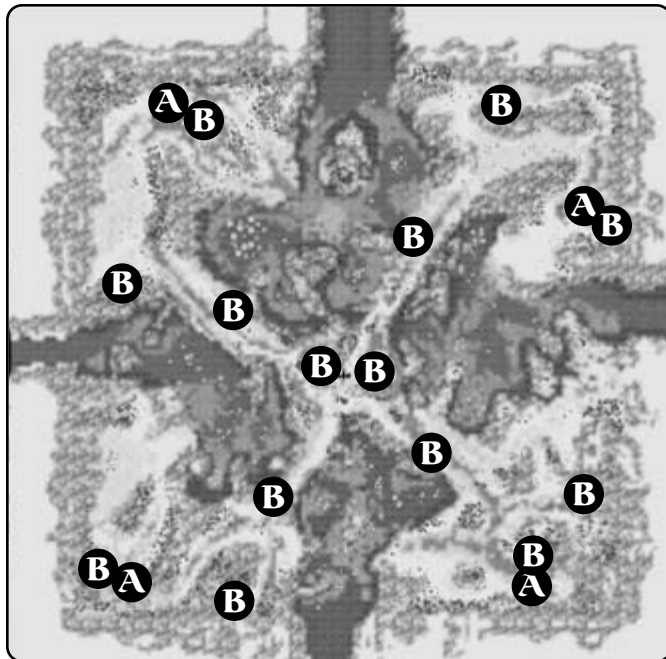


CROWN OF THE NORTH

Max Players: 4

Terrain: Extra Large Snow

All paths lead to the map's center, where a powerful dragon guards the expansion mines. Avoid traveling straight through the middle until your lord and units are strong enough to defend themselves. Flying units have the advantage because of the large amount of movement-inhibiting water covering the map.

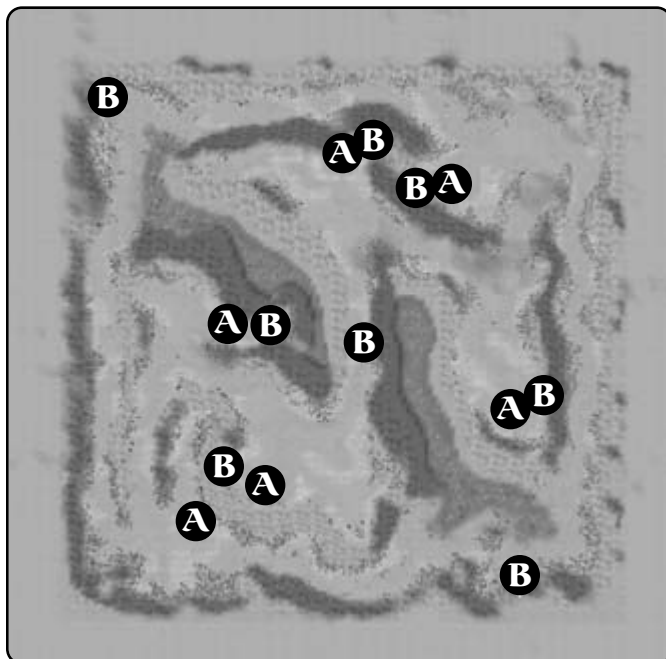


DEAD HILLS

Max Players: 6

Terrain: Extra Large Blighted

There isn't much platinum here, especially with six players. A single, lucrative mine sits on the land bridge, which becomes the center for most battles on the map. Because of the close starting positions, this map is ideal for team games.

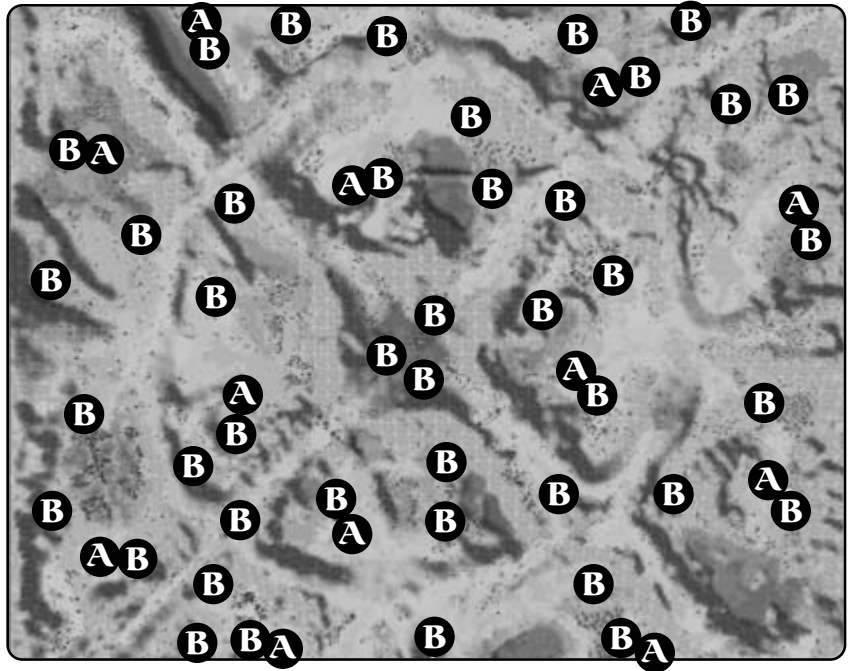


DESERT OF RO

Max Players: 12

**Terrain: Extra
Large Desert**

A huge map with plenty of platinum mines, the Desert of Ro is ideal for games with many players or for a few players looking for a long, drawn-out battle. Bases are in the open and, as a result, difficult to defend.

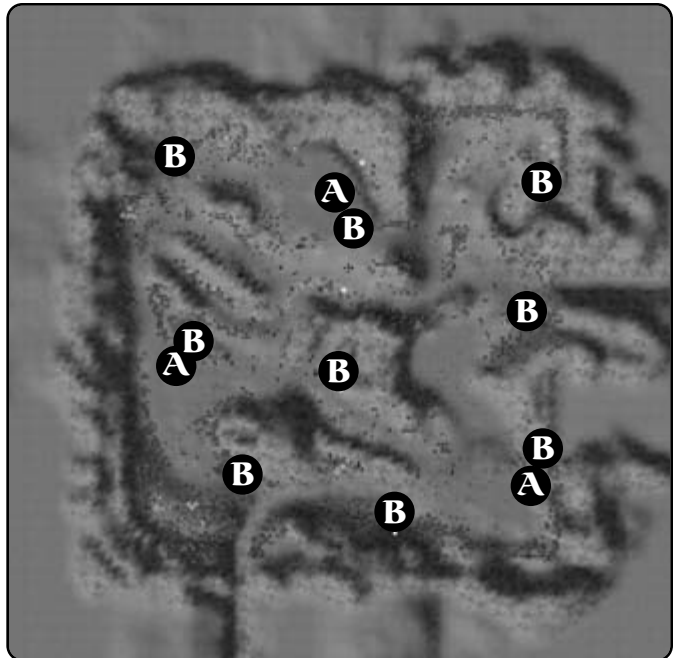


DRAGONSCALE HILL

Max Players: 3

Terrain: Medium Blighted

You are trapped near your base until the tough monsters waiting outside can be dealt with. Turtle up, kill everything in the vicinity, and do your best to avoid being the one to clear the paths unless you have a large army to support you.

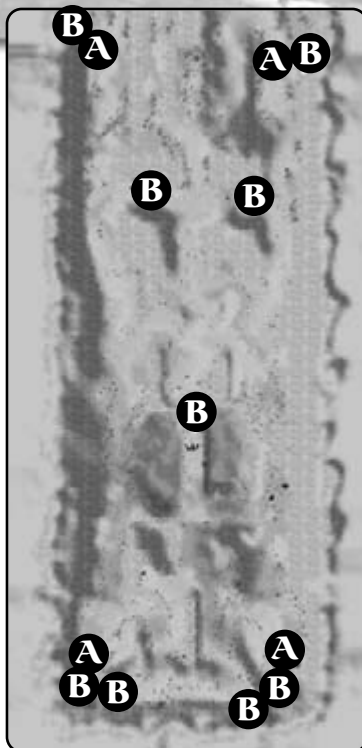


DREADLANDS

Max Players: 4

Terrain: Extra Large Desert

Bases are fairly easy to defend here, but it's difficult to create choke points because the paths are rather wide. The map is narrow but long, so long stretches of paths and monsters stand between you and your opponents.

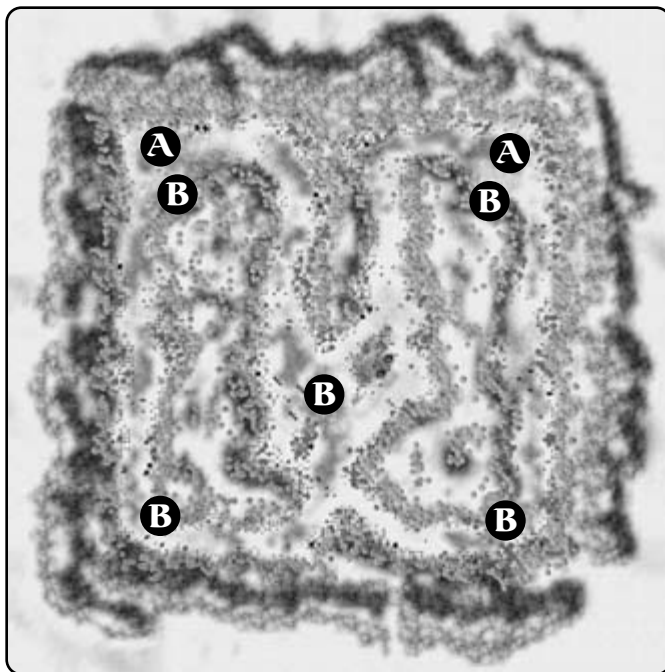


DUN LIR

Max Players: 2

Terrain: Medium Snow

Ideal for quick battles, the limited platinum on this map means battles are early and quick. Each starting point has two major entrances, making effective defense more difficult.

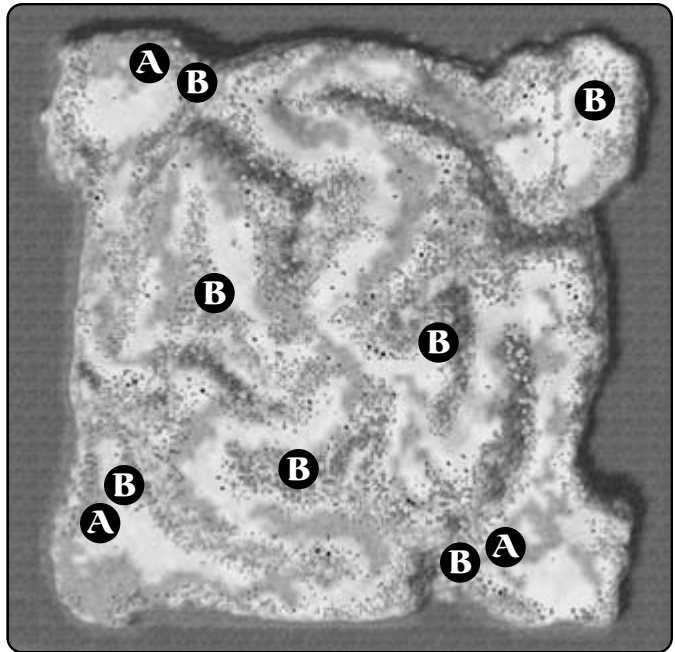


EVERFROST PEAK

Max Players: 3

Terrain: Large Snow

The player who can expand to the northeast corner has a distinct advantage—there's both a platinum mine and a deadly chokepoint that's the only entrance to this area. If you don't win the expansion race, flying units brought in over the water help siege this easily defended area.

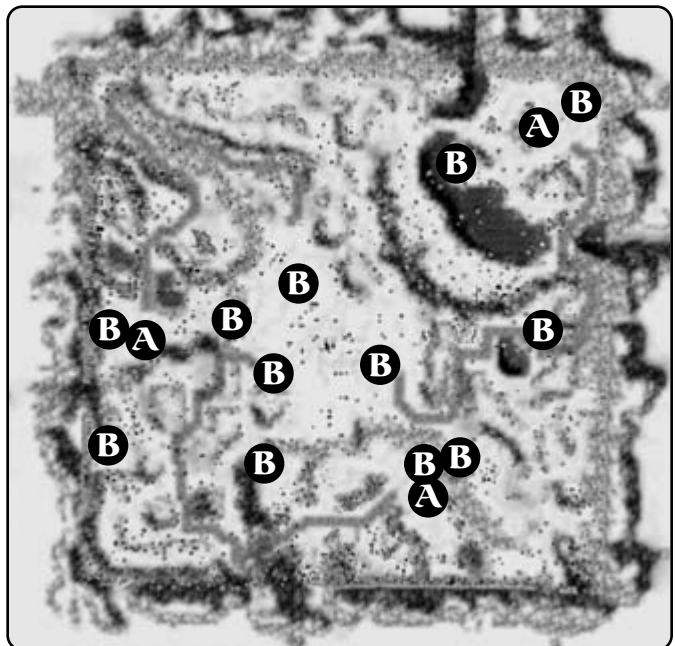


FRIGID PLANES

Max Players: 3

Terrain: Large Snow

There's plenty of room to expand, and a decent number of mines on the large plateau in the center. The narrow, twisty paths leading to the plateau are filled with monsters, allowing for plenty of experience gain and leveling before engaging the enemy.

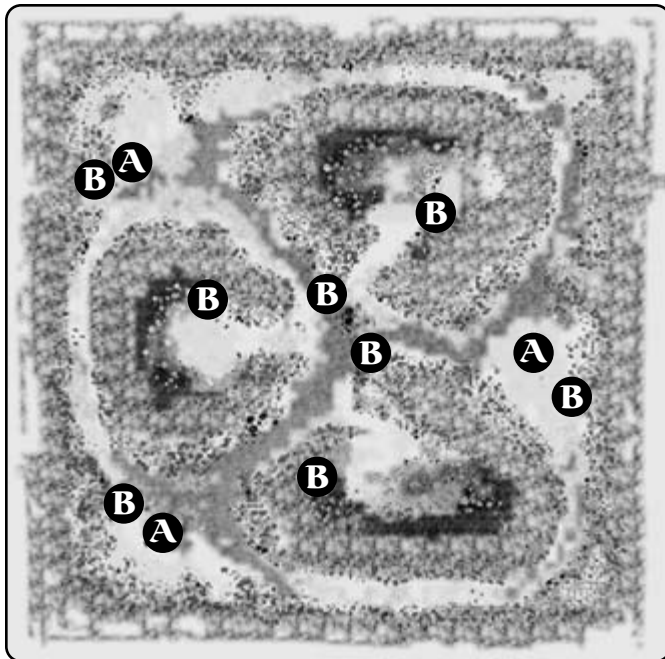


GNOLL QUARRY

Max Players: 3

Terrain: Large Snow

The large starting areas are great for building large bases, but they are vulnerable on all sides. However, would-be attackers must fight their way through the center of the map, which is crawling with monsters. But this also means they will be more experienced when they arrive. Start hunting for experience early.

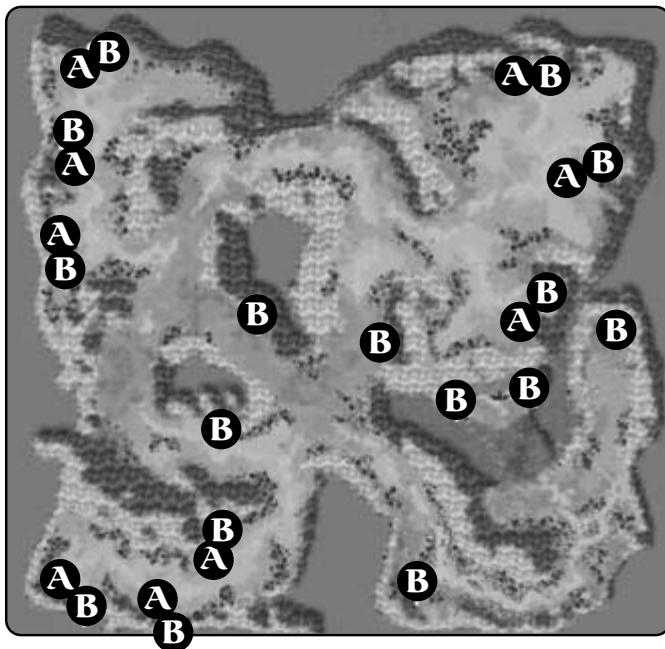


THE GRAND PLATEAU

Max Players: 9

Terrain: Extra Large Forest

Players begin close together in a very open region, so early attacks are encouraged and expected. The area to the southeast may prove the deciding factor, with several mines that can be easily defended on the path leading to them. Flying units help root out anyone who takes an early stand in this resource-rich area.

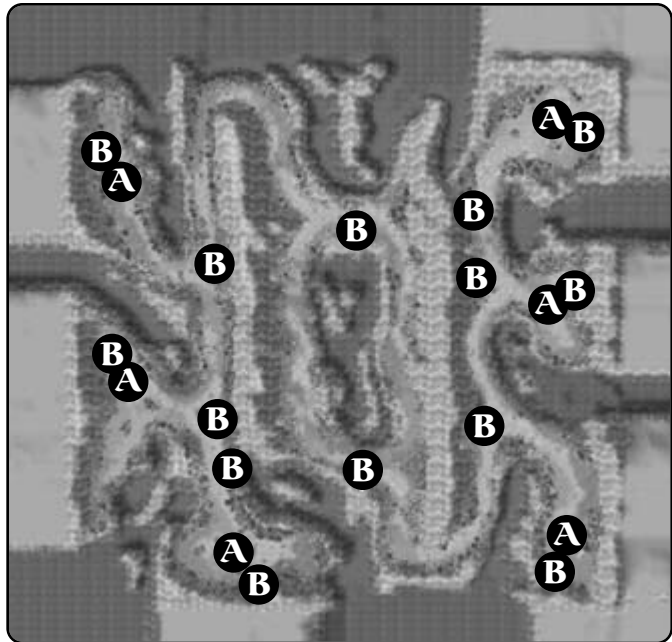


THE GREATER FAYDARK

Max Players: 6

Terrain: Extra Large Forest

The bases are easily defended, with solitary entrances and deadly choke points. The mines in the middle of the map are the center of the action, and the player who keeps control of these can wage a war of attrition on his opponents—though keeping control of this open area isn't easy.

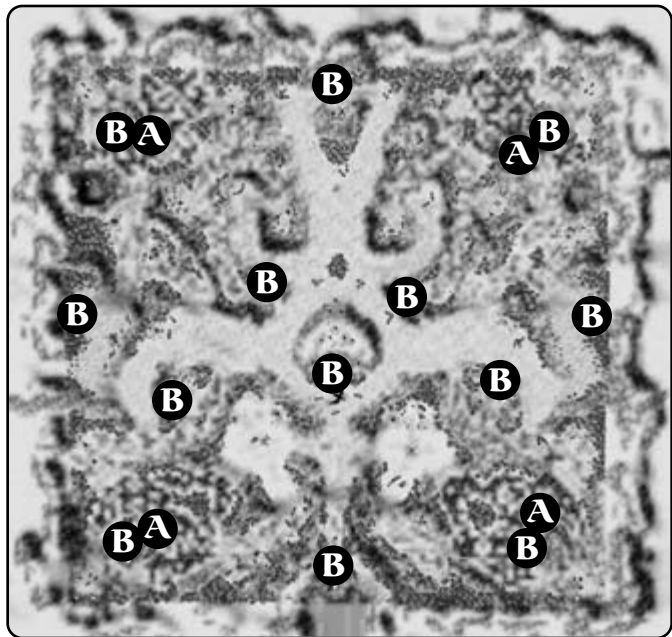


THE HATCHLAND

Max Players: 4

Terrain: Large Snow

The wide open spaces and vulnerable starting points make this an ideal battleground for those who want a chaotic free-for-all of a battle. The best strategy here is to remain alert, as every side of your base is open to attack and there's nowhere to hide in the center.

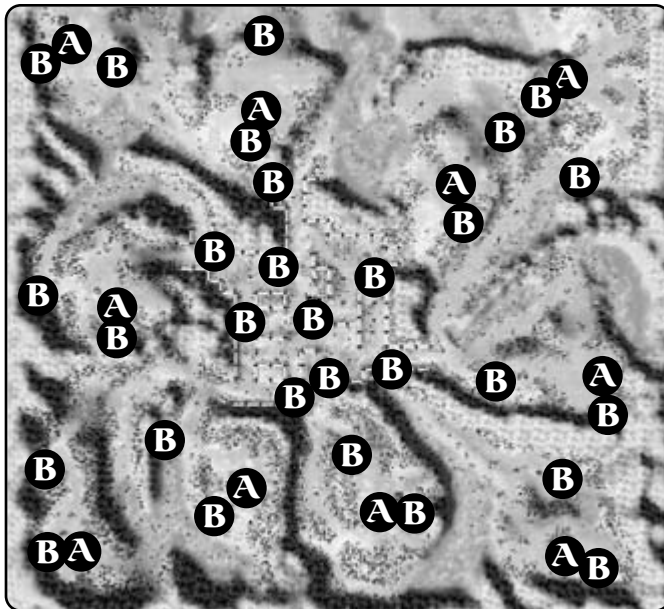


THE HOLE

Max Players: 10

**Terrain: Extra
Large Blighted**

Bases are hard to reach and easy to defend, with the center of the map being the sole crossroads and occupied by high-level monsters. There are also many well-stocked platinum mines in this center region, so the Hole can provide some lengthy battles. Build up your army and expand early for both the experience and the economic boost.

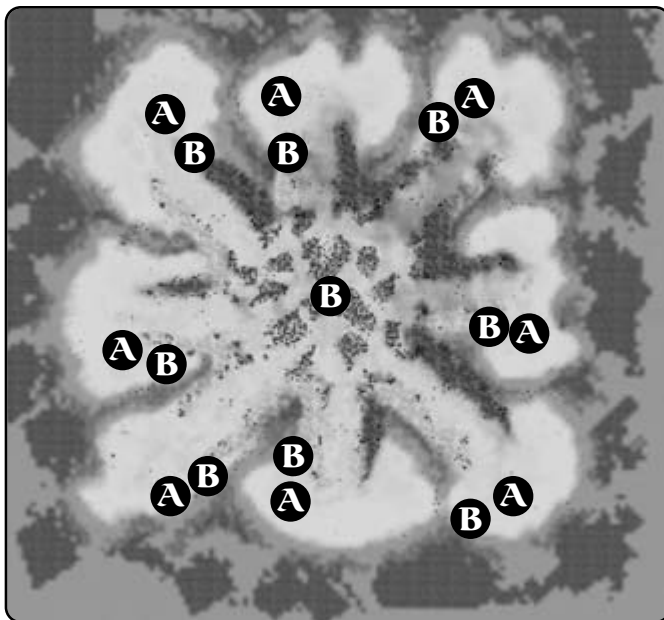


KERRA ISLE

Max Players: 8

Terrain: Extra Large Desert

Players begin on the easily defended outcroppings of this large island, but expansion becomes an issue because of the limited number of mines. In an eight-player game, managing your platinum is the key to victory; trying to scrape some extra platinum from the mine in the center is your only hope once your starting mine is depleted. With fewer players, expand to the outer areas before trying to take the center mine—it is very difficult to defend.

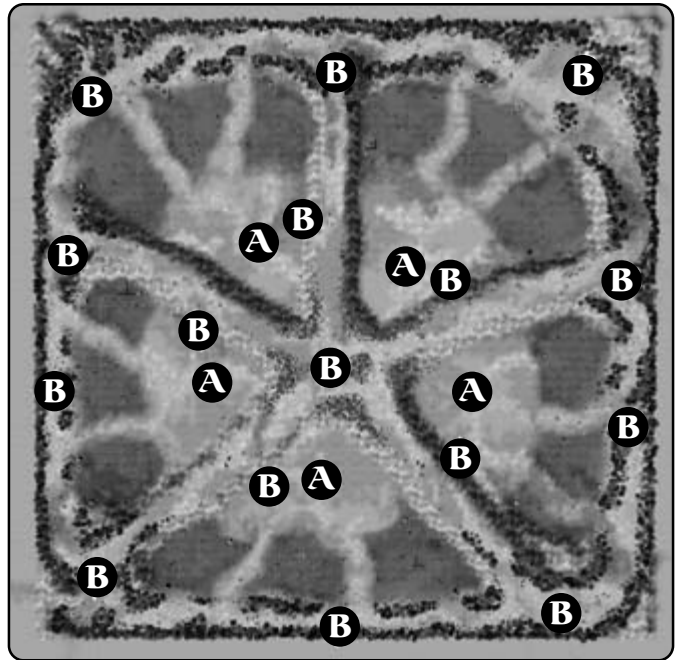


KITHICOR WOODS

Max Players: 5

Terrain: Extra Large Forest

Bases are only accessible through the water, which slows down troops, making defense somewhat easier with well-placed towers or ranged units. A few expansion mines make platinum easy to find. The mine in the map's center is loaded with platinum but is guarded by high-level monsters and easily attacked from all sides once it's under your control.

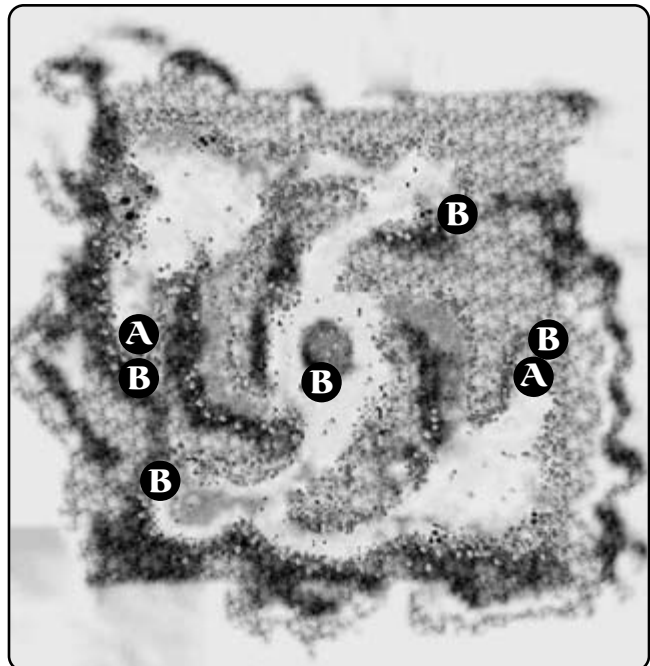


KLIK'ANON

Max Players: 2

Terrain: Medium Snow

Klik'Anon is a fairly straightforward map with a twisty path leading through the center and to the opposing base, and lots of mobs to fight as you press toward victory. It's another ideal map for quick games between two players.

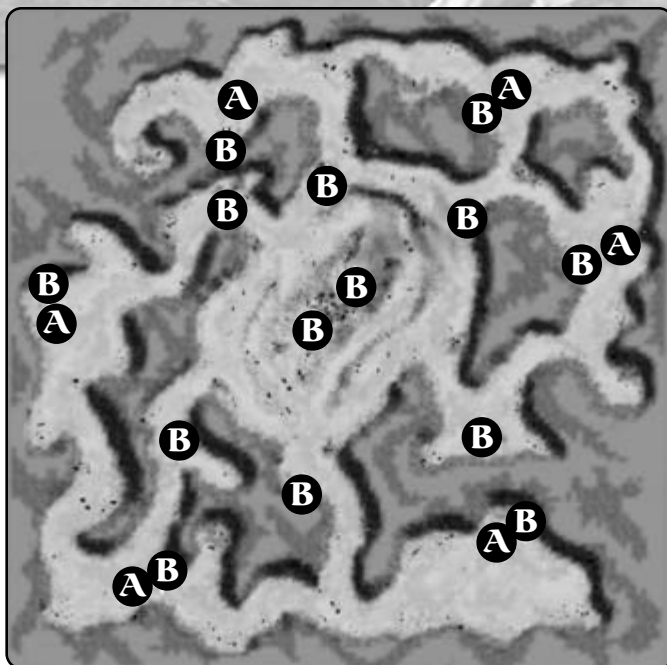


LAKE OF ILL OMEN

Max Players: 6

Terrain: Extra Large Desert

The narrow paths into each base make it easy to dig in and defend, but the limited resources make it unwise to do so. Get out and claim one of the expansion mines early, though doing so takes your forces into the open central area. This map is recommended for team games, and the two paths into every starting point make it ideal for two-pronged assaults.

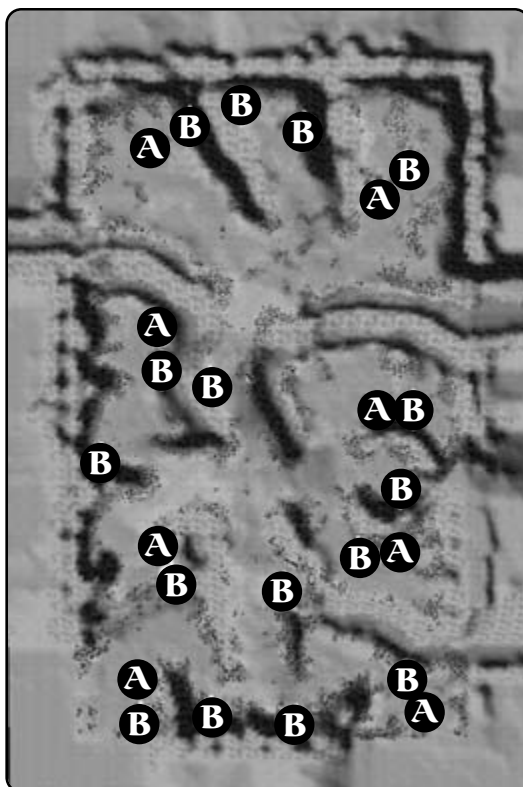


LAVASTORM MOUNTAINS

Max Players: 8

Terrain: Extra Large Blighted

Several well-stocked mines are scattered throughout the map, and starting areas give you plenty of room to expand. Starting points are also easily defended, and with fewer players relocating your base after a serious assault can give you the necessary time to recover.

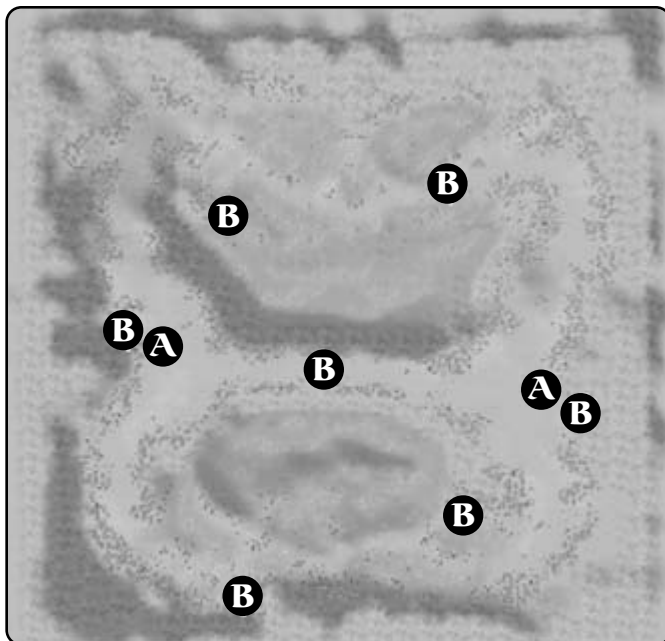


LIFIRE RIVER

Max Players: 2

Terrain: Large Blighted

This map allows for a brief build-up period as you kill the local monsters and expand to the two mines near your base. But offensive action requires taking one of two treacherous paths—either traversing the lava to the north or south, or taking the narrow path through the center, which is guarded by a powerful dragon. Be sure your force is ready to take some damage and that you have enough healers to quickly recover once you reach the other side of the map.

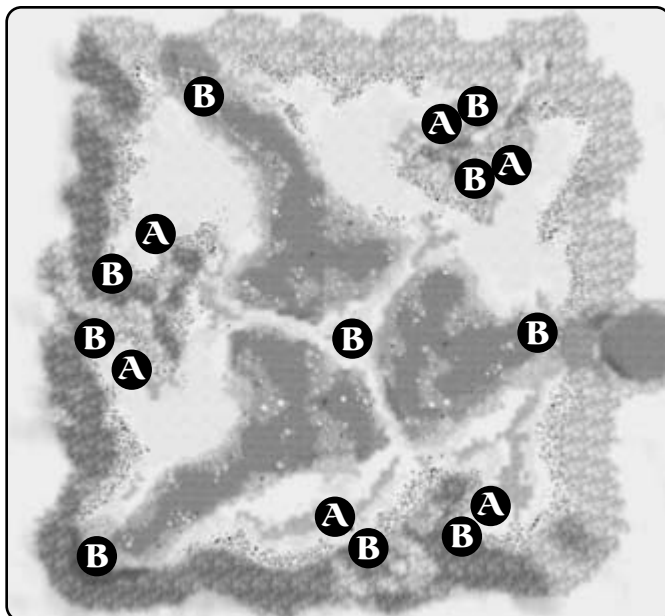


LOCH LIR

Max Players: 6

Terrain: Extra Large Snow

Loch Lir is ideal for team games, considering the close proximity of the two starting points in each section of the map. There aren't many expansion mines, but the center mine is very lucrative. It's also well-guarded, with a high-level dragon and several high-level Goblins in the vicinity.

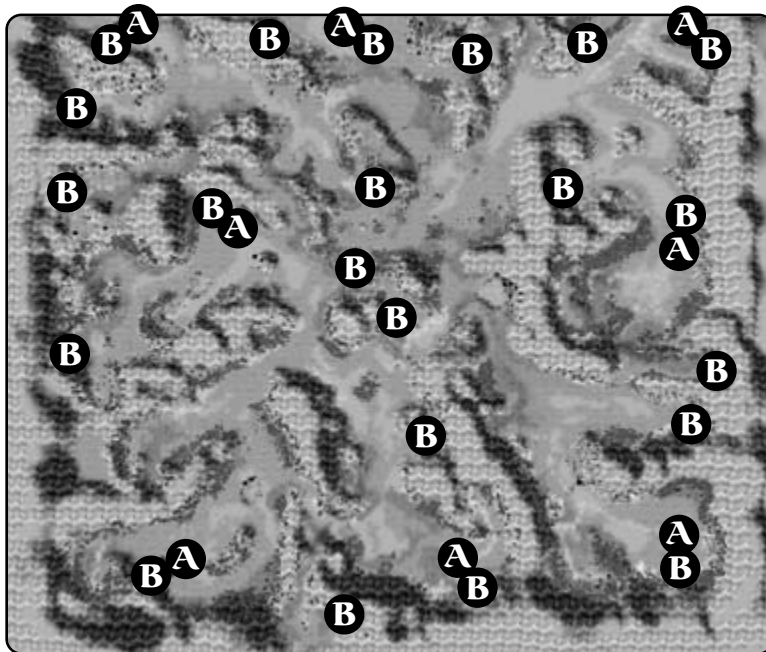


THE LOPING PLAINS

Max Players: 8

Terrain: Extra Large Forest

The center of the map is guarded by powerful monsters, including spectres and dragons. The smart player will gain experience by attacking his neighbors as quickly as possible. The twisty paths into the starting areas make choke points a significant danger, though, so be wary when exploring.

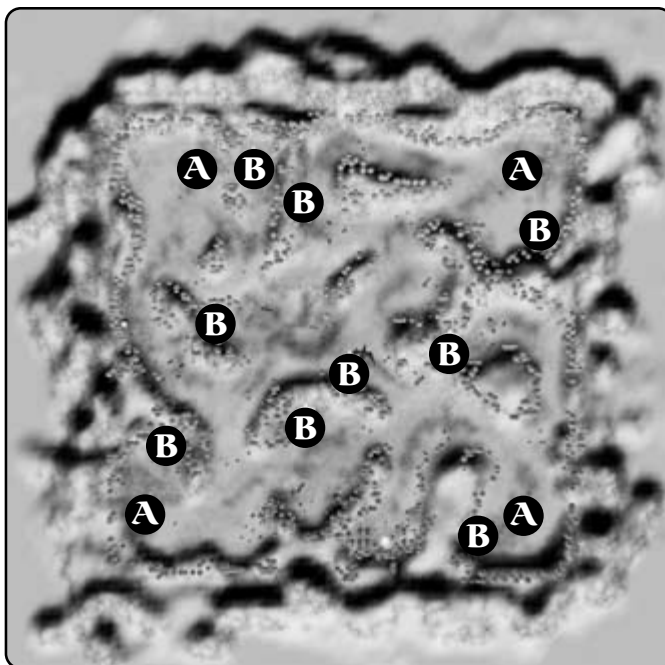


MAMMOTH CREVISE

Max Players: 4

Terrain: Medium Snow

This is a fairly straightforward map for four players, with plenty of monsters and expansion mines. Most paths lead to the mine in the center, which is guarded by a high-level dragon.

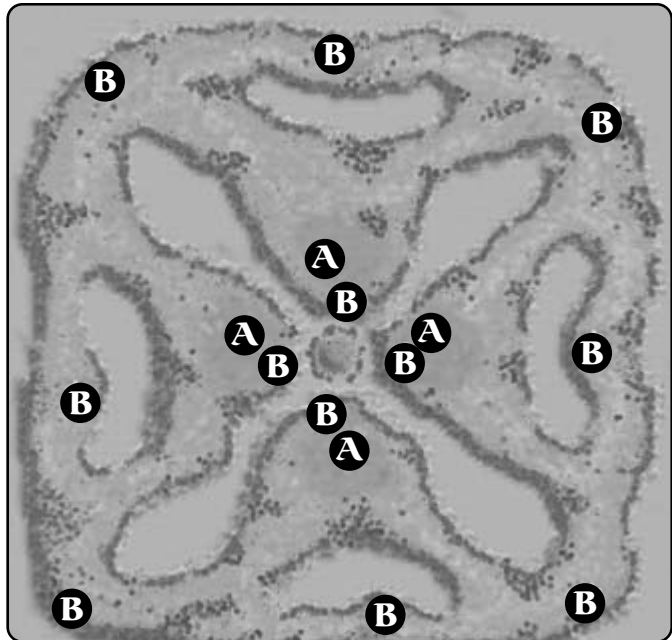


MISTY THICKET

Max Players: 4

Terrain: Extra Large Forest

Bases are out in the open in the Misty Thicket, with two large, difficult-to-defend entrances. Fairly tough monsters wait outside the starting areas, and expansion mines are out in the open. Getting a fighting force together as quickly as possible is of paramount importance if you plan to survive for long.

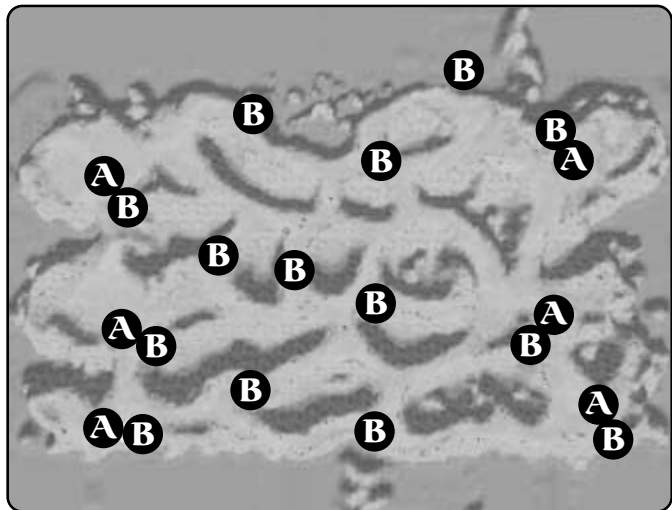


MOUNTAINS OF RATHE

Max Players: 6

Terrain: Extra Large Blighted

A large map dominated by narrow, twisty pathways, the Mountains of Rathe allow for some vicious ambushes and chokepoints, as long as you can actually find the enemy on the maze-like paths. This map is ideal for team games, because the starting points on either side of the map are extremely close together.

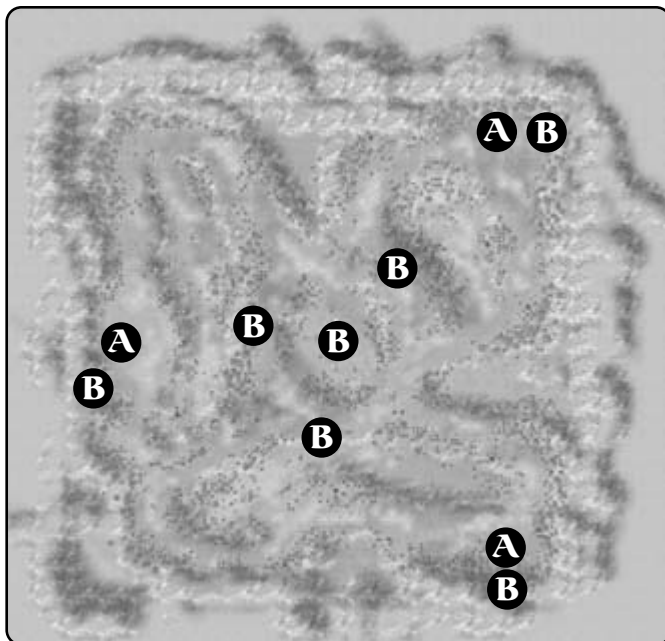


NEKTULOS FOREST

Max Players: 3

Terrain: Medium Forest

There are plenty of monsters, but few mines. And those mines that are here don't have much platinum. Furthermore, the starting areas are fairly small, not allowing much room to build without spreading out. On the positive side, the starting areas are easily defended, and the lengthy walkways make traversing the map a bit more difficult than usual, allowing you time to build up with the knowledge that an early attack isn't much of a possibility.

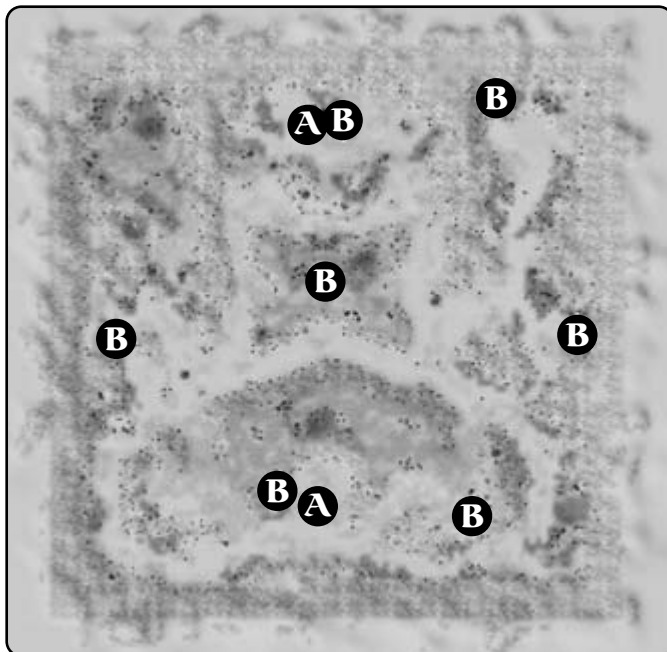


OASIS OF MARR

Max Players: 2

Terrain: Large Desert

Starting areas are easily accessible, with entrances on three sides. But they are also narrow enough to make for somewhat easy defense, especially with some Towers at the obvious choke points near each entrance. As with all small maps, the limited area means exploring and gaining experience as quickly as possible, which prevents your opponent from doing the same. There are many monsters on this map, so start hunting as soon as you have a few troops built.

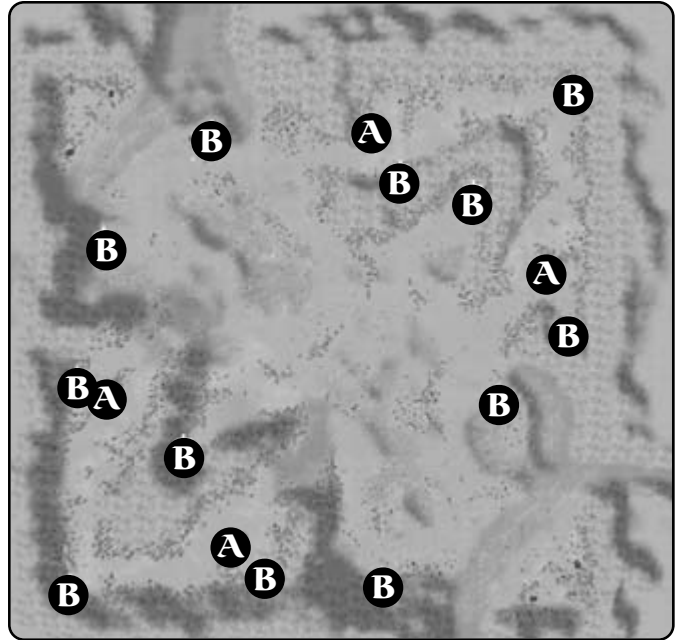


PAINEEL

Max Players: 4

Terrain: Large Blighted

With four players, each begins with another very close on their respective side of the lava river. There are numerous platinum mines, so this map is ideal for lengthy battles—if you can deal with your neighbor quickly.

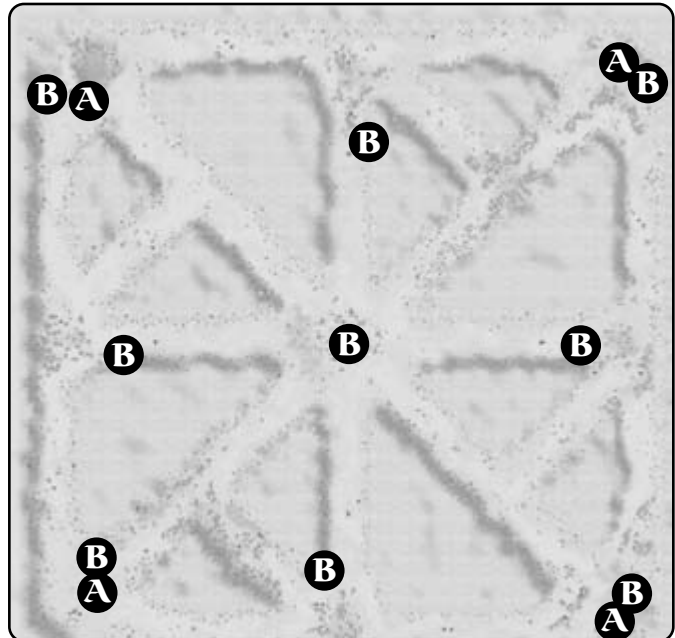


RUJARKIAN HILLS

Max Players: 4

Terrain: Extra Large Desert

At the map's center is a rich platinum mine guarded by a tough drachnid and a large group of undead. Monsters are in full force on every road. The path around the map leads to every base, so expect attacks from either side. The limited amount of expansion mines means that seizing one or two early is advantageous.

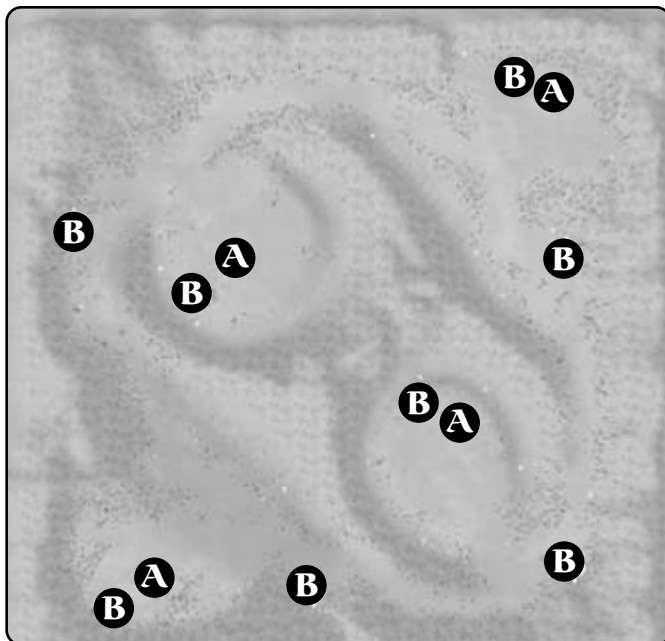


SCARRED CRESCENTS

Max Players: 4

Terrain: Large Blighted

With fairly tough monsters lurking just outside every base, put a solid fighting force together before exploring. Elddar Alliance and Shadowrealm air units are at an advantage when negotiating the lava-filled terrain, but the Dawn Brotherhood, with their strong anti-air units, can turn this seeming disadvantage into a strength.

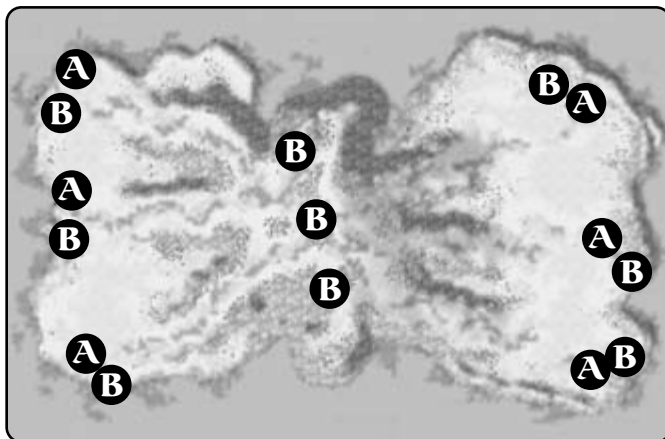


SCARS OF VEESHAN

Max Players: 6

Terrain: Extra Large Snow

Three well-stocked platinum mines sit in the center of the map; with six players, these are your only hope of income after the starting mine is depleted. Try to seize control of at least one as early as possible, but be ready for a tough fight with the many monsters guarding the central area and with your opponents as they move in for these mines themselves.

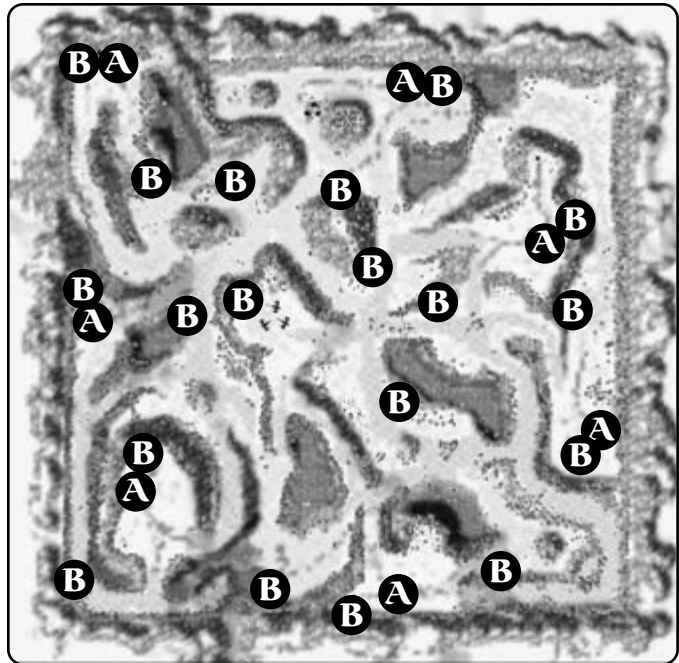


SERPENTSPINE MOUNTAINS

Max Players: 7

Terrain: Extra Large Snow

There are plenty of expansion mines available, all with a decent amount of platinum. But the central area is filled with mid-level giants and drakes, making expansion tough in the early stages of the game. Each starting area has a single entry route, making for easy defense as you get your troops ready to explore the dangerous center area.

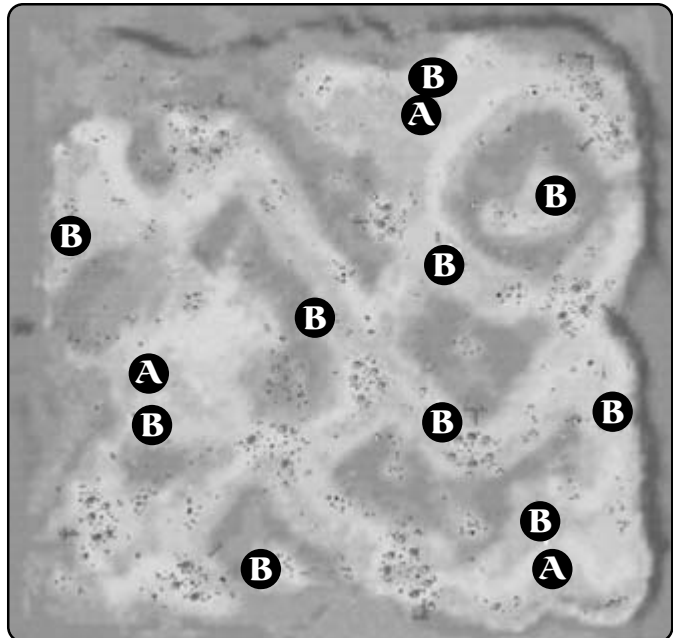


SWAMP OF NO HOPE

Max Players: 3

Terrain: Large Desert

There's more than enough platinum to go around, making economic strategy less of an issue. Instead of rushing to expand for mines, defend your base, which is wide open to attack on three sides. Always have a defensive force at the ready, and keep your defensive structures close to your buildings instead of trying to protect the entrances.

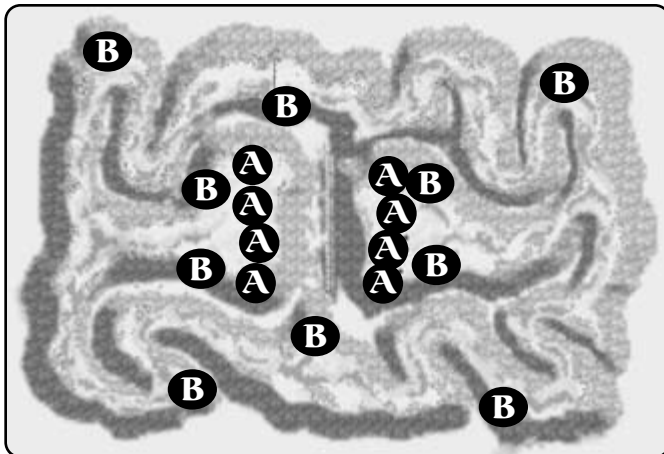


THURGADIN RANGES

Max Players: 8

Terrain: Extra Large Snow

Teamwork is essential or some players will be eliminated immediately. Players start in two groups of four in the map's interior. Each group begins directly next to each other, so alliances alleviate constant and immediate fighting. Reaching the other four bases is another issue, though, requiring you to traverse to the edge, around the border, and back into the interior. Remember that the four players on the other side will likely be aligned as well, so unless you're prepared to take on four enemy bases at once, have some allies with you.

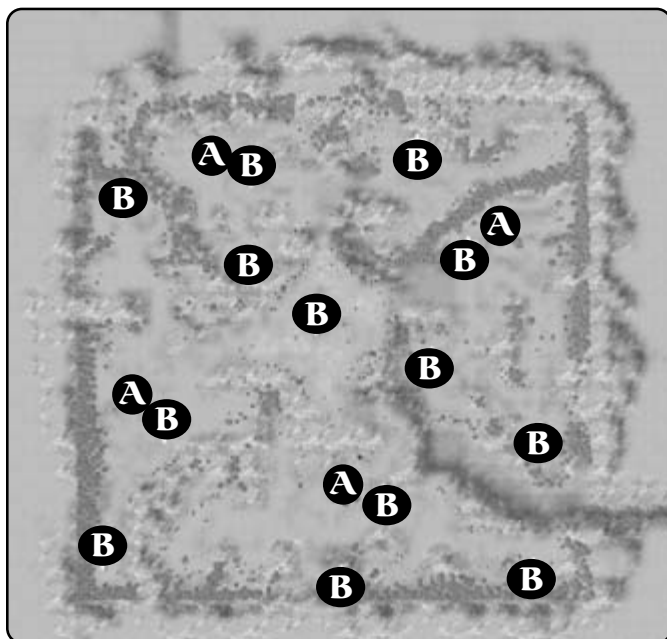


UNKEMPT WOODS

Max Players: 4

Terrain: Medium Forest

Each player begins with a large section of land, including an expansion mine that is easily defended. Two narrow paths lead into each area, and all paths lead to the small center area of the map, which features a lone expansion mine.

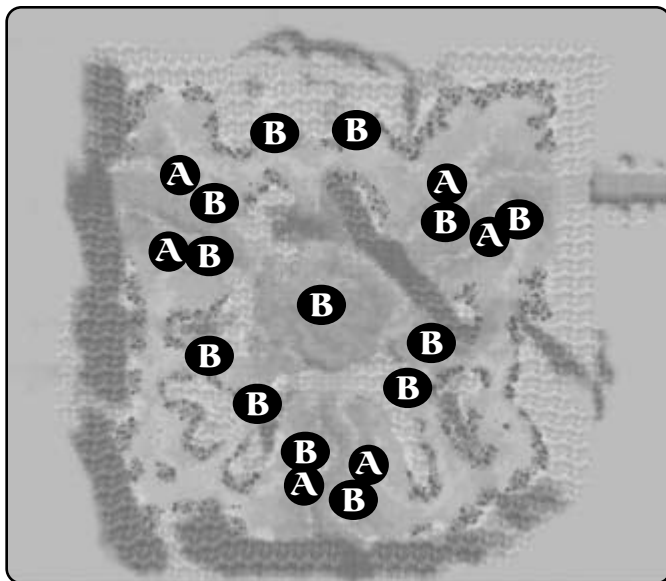


WARSLIKS WOODS

Max Players: 6

Terrain: Extra Large Forest

Several mid-level frost drakes guard the rich platinum mine in the map's center, so have ranged units when you try to take it. A few other expansion mines are available, and numerous monsters on the paths allow you to quickly gain some experience.



WISHBONE RIVER

Max Players: 2

Terrain: Medium Forest

Players start in wide-open areas and in close proximity, making defense very difficult. This two-player map is ideal for players who want to attack quickly and often. Several platinum mines are available should you survive the early stages, allowing for protracted and constant combat.

